FREE WITH ISSUE 231 OF COMPUTER AND VIDEO GAMES

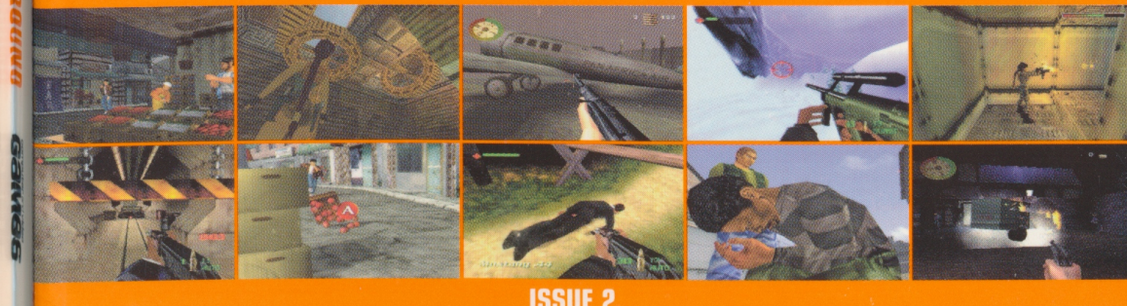
NOT TO BE SOLD SEPERATELY

SHENMUE TOMB RAIDER CHRONICLES TWINE MEDAL OF HONOUR UNDERGROUND

THE OFFICIAL computer and video GAMES GUIDE TO...

SHENMUE
TOMB RAIDER CHRONICLES
TWINE
MEDAL OF HONOUR UNDERGROUND

THE NEW YEAR'S BIGGEST GAMES BUSTED TO BITS YOU CAN'T LOSE!



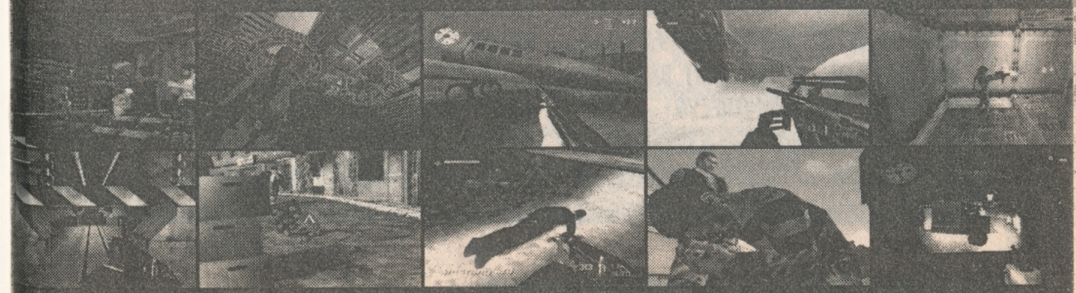
ISSUE 2

Free with Issue 231 of Computer and Video Games

THE OFFICIAL computer and video games GUIDE TO...

SHENMUE
TOMB RAIDER CHRONICLES
TWINE
MEDAL OF HONOUR UNDERGROUND

THE NEW YEAR'S BIGGEST GAMES BUSTED TO BITS YOU CAN'T LOSE!



ISSUE 2

FREE TIPS & CHEATS FROM THE TEAM YOU CAN TRUST

The Masters

PHONE THIS NUMBER FOR HELP ON ANY GAME

020 7880 7474

OR WRITE TO US AT

THE MASTERS, ANGEL HOUSE, 338-346 GOSWELL ROAD, LONDON EC1V 7QP. OR EMAIL: THE.MASTERS@ECM.EMAP.COM

'THE MASTERS AT YOUR SERVICE'

- WE'RE THE MASTERS, A DEDICATED TEAM OF FOUR GURUS OF GAMING COMMITTED TO GIVING YOU TIPS, CHEATS AND HELP
- OUR NAMES ARE AL C, JOFF, BARNY AND MIKE J AND WE WORK FOR CVG
- CALL US BETWEEN 3:30-6.30PM MONDAY TO FRIDAY ON 020 7880 7474 FOR HELP
- WE DON'T USE OVERPRICED PREMIUM RATE LINES LIKE OTHER MAGS USE
- YOU CAN EMAIL US AT THE.MASTERS@ECM.EMAP.COM
- WE PROMISE TO DELIVER QUALITY ADVICE AND WON'T GIVE YOU THE BRUSH-OFF. IF YOU DON'T BELIEVE US, GIVE US A TRY

TOMB RAIDER CHRONICLES 8

All areas explored in Lara's best adventure yet

PlayStation

SHENMUE 60

We get you right to the end of this epic saga

Dreamcast

MEDAL OF HONOUR UNDERGROUND 112

All enemies eliminated - a complete guide

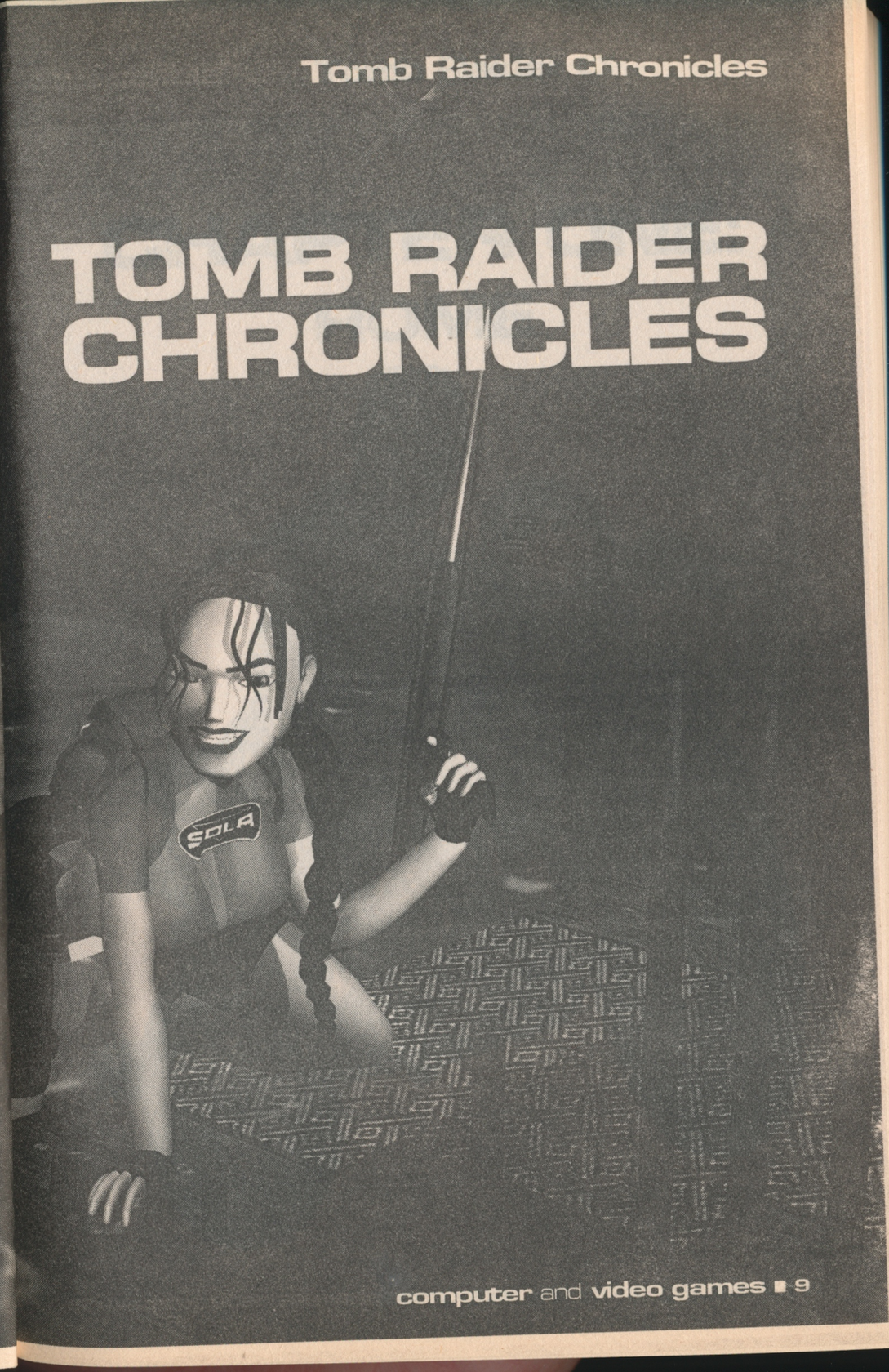
PlayStation

THE WORLD IS NOT ENOUGH 146

Do better than Bond did in the movie!

NINTENDO64

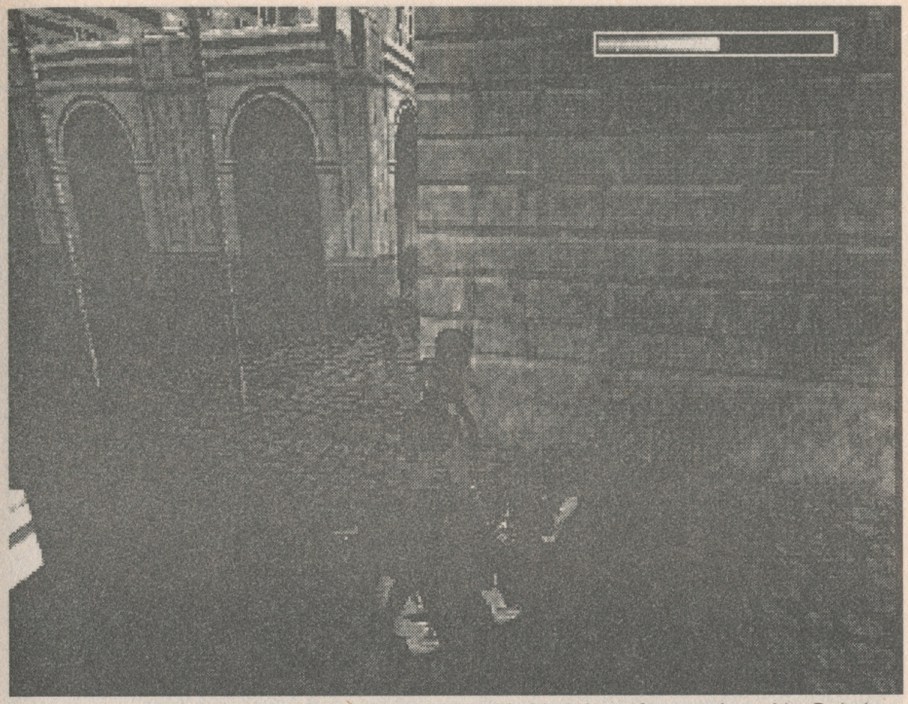
TOMB RAIDER CHRONICLES



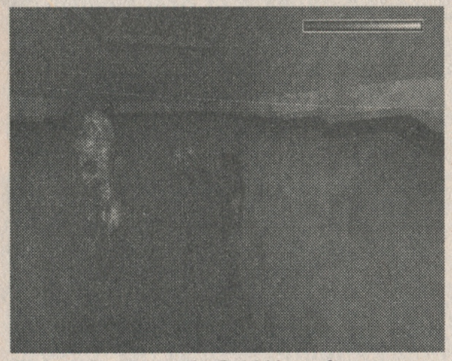
CHAPTER ONE: ROME

LEVEL 1: THE STREETS OF ROME

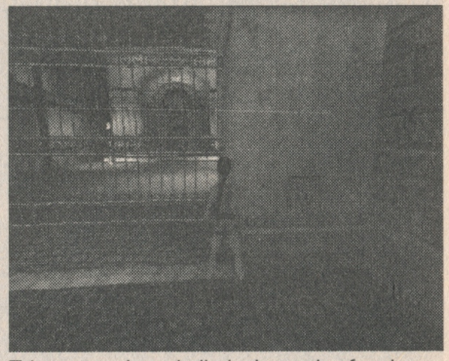
Take the first left into the Opera House, and there's the usual voiced-over training session for TR virgins. There's ample gubbins to load up Lara's near-empty backpack, plus the chance to try out her latest moves. The most radical (and least difficult) of these is the tightrope walk. Once you're in the swing of things, head back to the street.



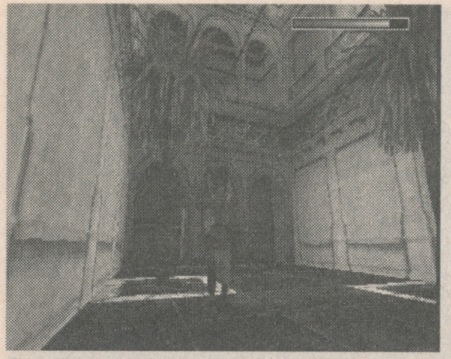
In the Fountain Piazza, kill the Doberman and head behind the café to activate LionSwitch 1. You can then take the first right from your entry passage to activate LionSwitch 2. Run from the bats and use the platforms to enter the house.



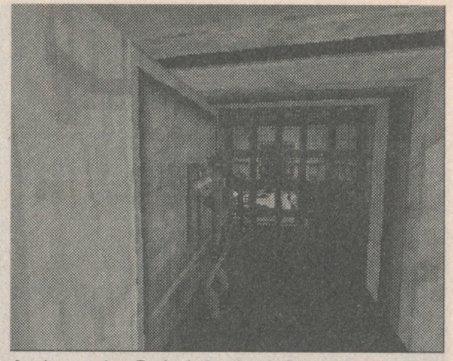
Shoot left window forGold Key, after a running leap over the street. Down to the fountain, unlock the Gold Door. Fire at Larson, head down left for the Garden Key. Go back, shoot Larson and go back to fountain via tightrope and street switch.



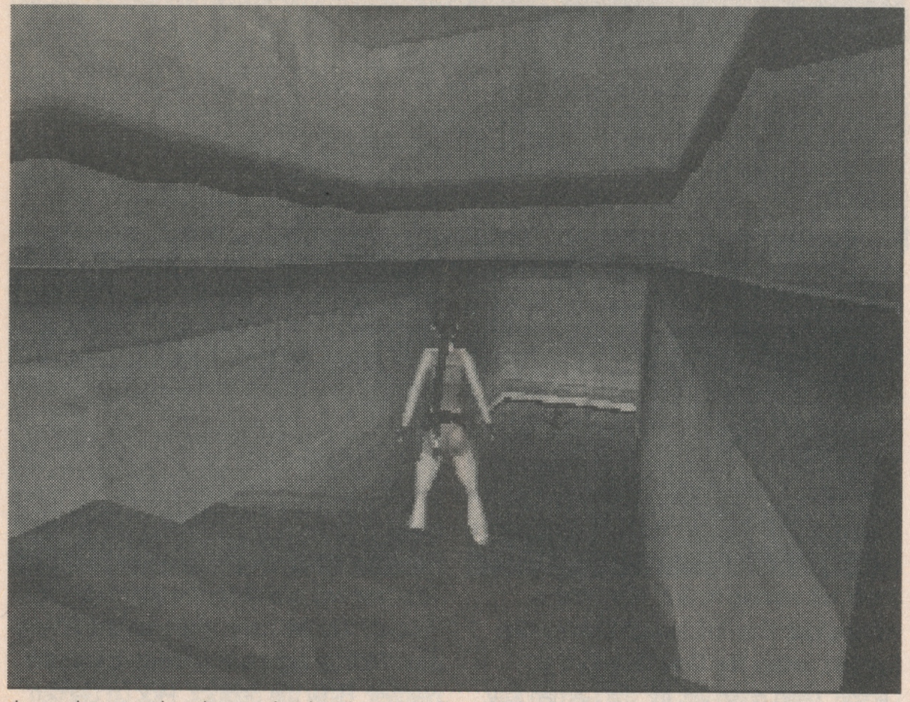
Take new exit and climb the stairs for the Revolver. Up the ramp and open the Winery door. Pick up Sight and combine it with the revolver. Blow the padlock. Pick up Garden Key 2 and return to previous junction. Turn left at end and use Keys to open the gates.



Once in the garden, go right and up behind the building and ring the bell using the revolver. Jump across the street from the door to your left and activate the Lionhead Switch. Jump back to the Church and walk inside.

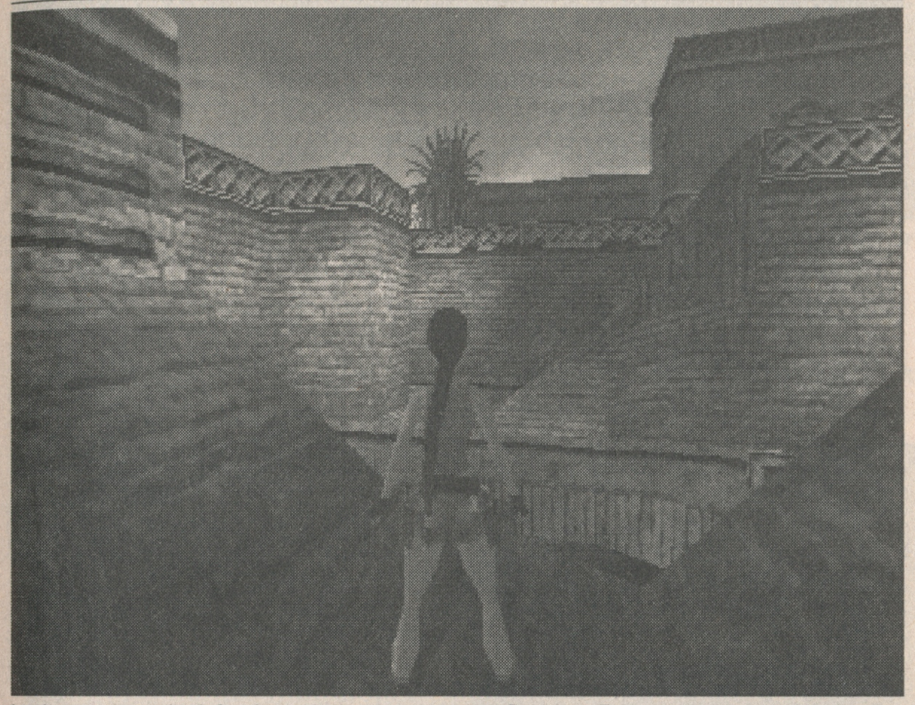


Activate the Switch in the left passage and the Crystal Raven will appear. Twist it and the suspended pole will start swinging. Head up the right passage to the platform, and then sideswing your way right, around its edge, avoiding the pole. Pull yourself up and push the switch.

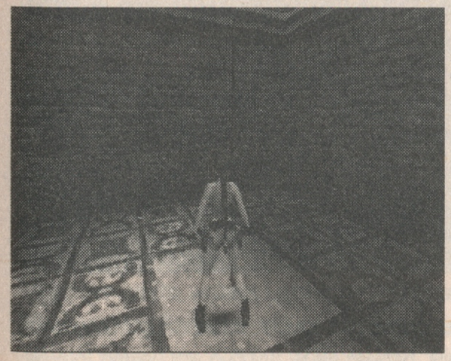


Jump down to the altar and twist the other Crystal Raven, before leaving the Church and entering the Lower Crypt, where your final reward before an encounter with Larson and Pierre is the Saturn Symbol.

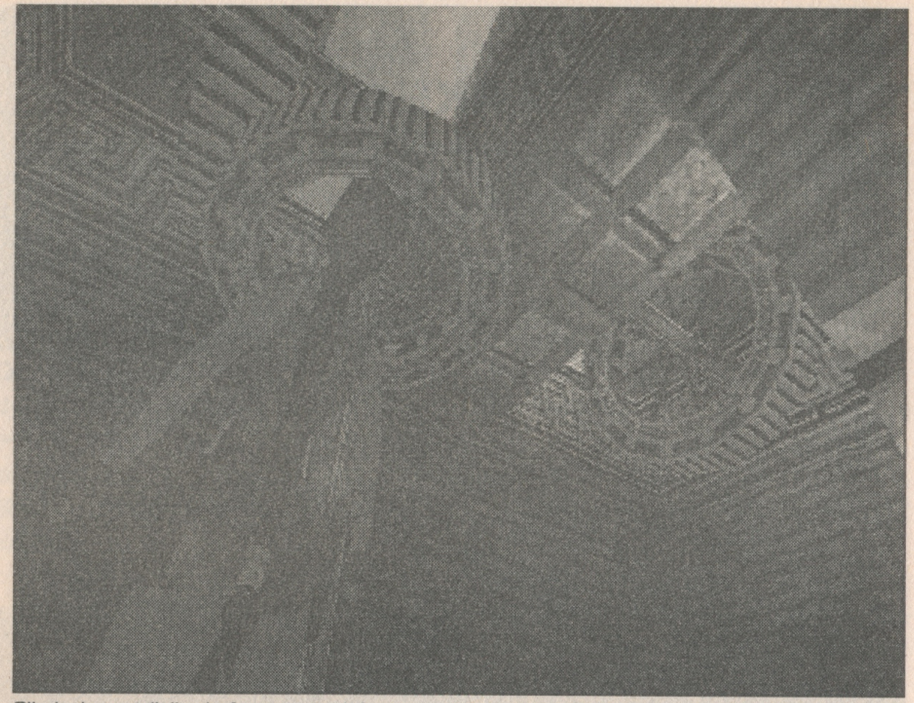
LEVEL 2: TRAJAN'S MARKET



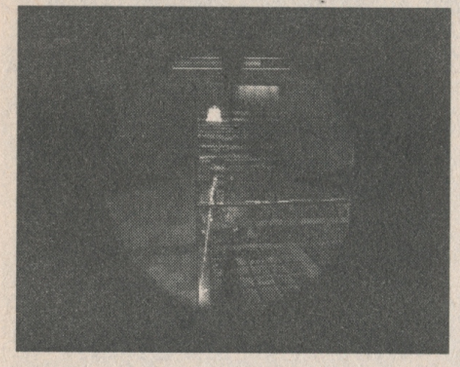
In the room on the left, shoot the crate to get the Crowbar. Prize open the metal door on the right and climb the scaffold. Cross the tightrope, jump the open window, and leap across the platforms to the Gear Room. Ascend the only climbable wall and swing left onto the high buttress.



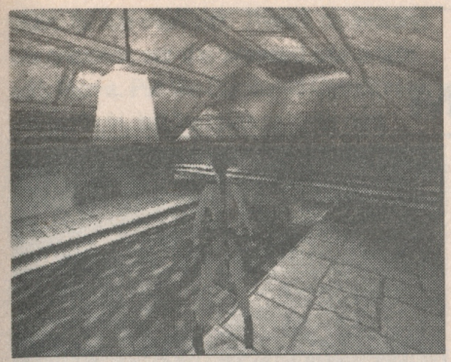
Leap to the right to the room with the rope, and pull it 3 times. Head back across the buttresses to pull the corresponding rope 3 times. Jump back to the first rope and tug it one more time. The gears are now in motion and the large door will roll away.



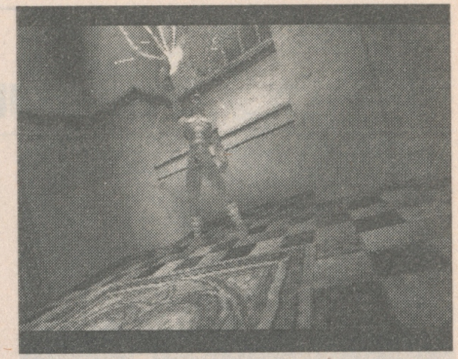
Climb the candlelit platform to the left and crowbar off the Golden Coin. Exit by the iron gate and head through the streets, bearing right. Swim across the pool and pull yourself out.



Using the revolver and sight, shoot out both the green eyes of the Roman Octopus Boss, avoiding his lasers at all cost. Collect the Mars Symbol, but ignore the Red Generator for now. Instead, open the manhole and descend into the water.



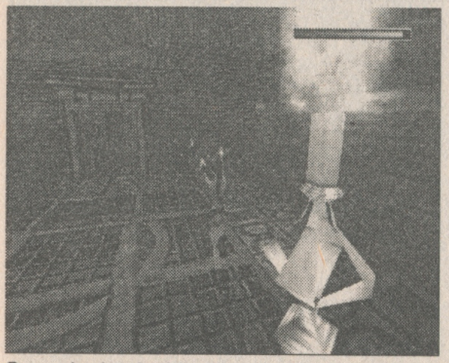
Take the small hole from the central turbine to collect the Valve Wheel, before returning to the Red Generator and deactivating it with your new toy. Dive back into the deepest shaft and take the other route to switch off the second Generator.



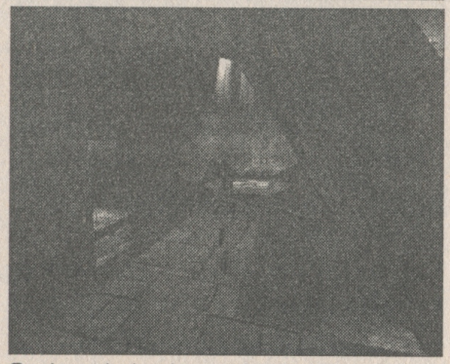
Return to the surface and give the Gladiator Boss a taste of your new Shotgun. Jump left and right to evade his sonic sword, and give him lead as he recharges. Return to the first pool for the Venus Symbol, and exit to the main courtyard.

Open fire on the witless Larson and continue firing after he falls. Your next opponents, the Firebreathing Serpents require more guile and firepower, but you can seek refuge (and ammo) behind the building when needed. Place the Symbols in the vacant slots and it's hello Level 3...

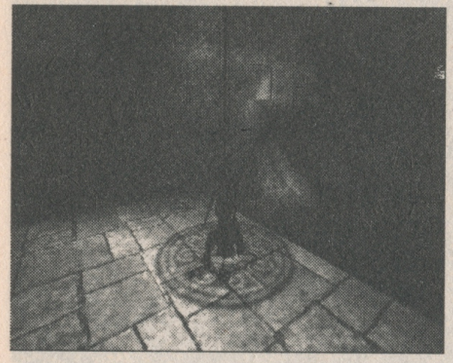
LEVEL 3: THE COLOSSEUM



Start the level with a leap back, then side swing your way round to the left. Press the switch and slide down into the pit, shooting the two lions. Climb the wall, kill the Gladiator and bag the precious Gemstone Piece. Keep heading up, pressing the switch en route, and slay man and beast alike as you go.

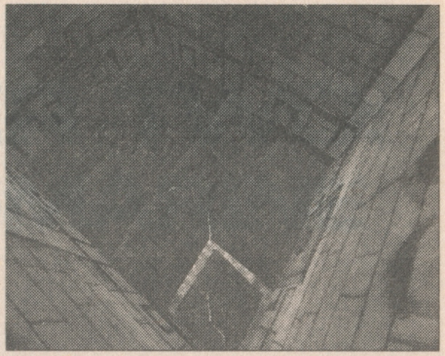


Go through the door and collect the Uzi in the left room, and it's time to enter the Stone Cavern Puzzle. The cavern is not dangerous, and it's worthwhile having a nose about to get your bearings - it'll be a race against time...



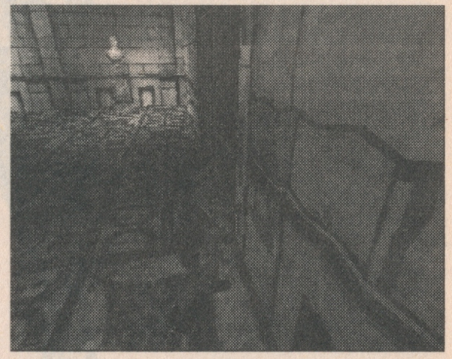
Pull the rope on the side platform 3 times, before hot-footing it down to the right and ascending the stone platforms in a clockwise direction to access the central dials. There's precious little time to measure your jumping, but with a bit of practice you should reach the Gemstone Piece before it plummets.

Make for the main exit. There's no avoiding the trapdoor, nor the awkward tete-a-tete with Pierre. Put the Combined Gemstone in the wallhole, but be quick to jump back before the floor collapses. Jump back across the pit and then sideswing to the left to escape the lava drop.



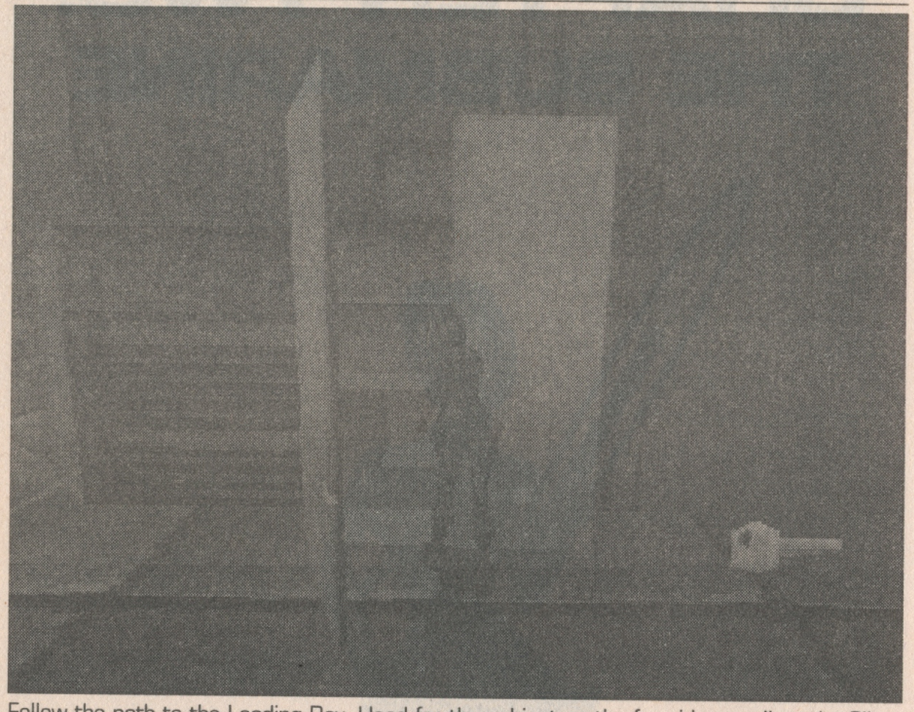
Climb up and when the music starts, shoot the lion and the Gladiator, from whose clanking cadaver you collect the Colosseum Key. Open the main door and use the shotgun to see off the Gladiator Boss 2 in the same way as his previous incarnation.

Pick up the second Colosseum Key, unlock the final remaining door, and slide down to the red Artefact. A quick tweak with the crowbar and Level 3, indeed the First Chapter, are but a fading memory...



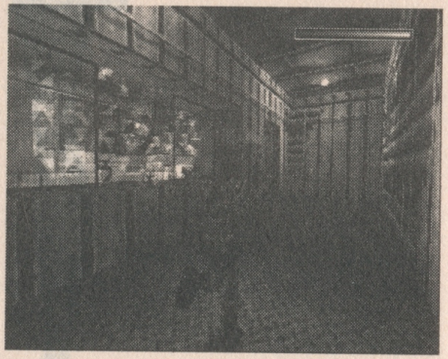
CHAPTER TWO: THE SUBMARINE

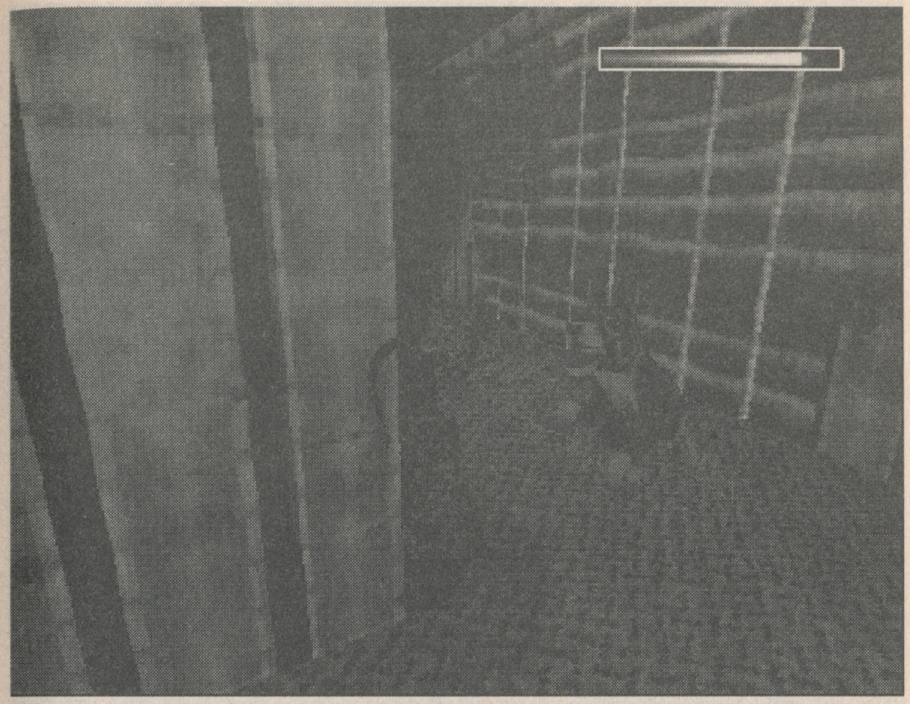
LEVEL 1: THE RUSSIAN BASE



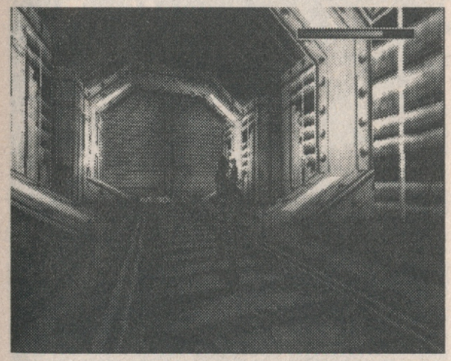
Follow the path to the Loading Bay. Head for the cabinet on the far side to collect the Silver Key. Hug the walls to avoid a splatting by the dropping crane jaws. Use the key to open the Silver Door in the opposite corner and go up to the control room.

Gun down the Soviet goons and retrieve the Swipecard and Uzi from the cabinets. Heead back across the Loading Bay and swipe open the left door, making dogmeat of its occupier. Now swipe open the right door and climb the staircase.

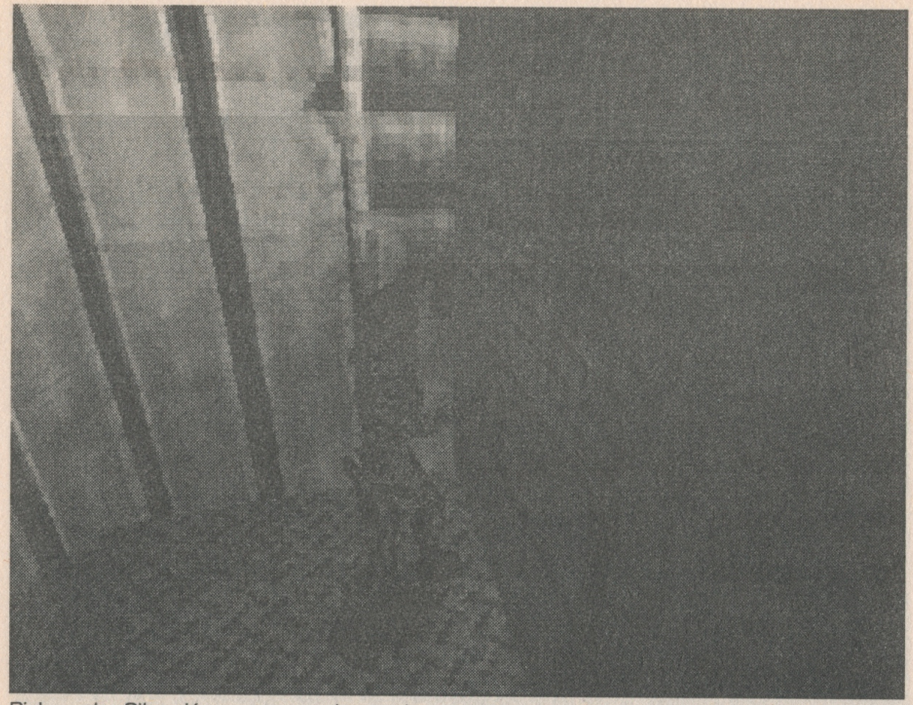




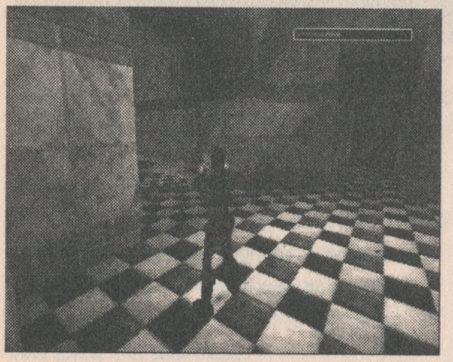
Now for a spot of box-jumping, across the Loading Bay floor. 4 leaps later, and you're exiting the railing gap on the far right wall. Press the button to open the door, and it's time to reek (automatic) revenge on that pesky crane operator. Pick up the gubbins and leave by the other door.



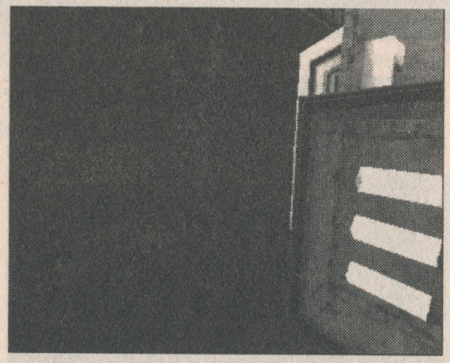
Leave the Loading Bay down the railtracks, popping the Russkies as you go. Exit stage left into the icy Siberian winds of the Sub Pen. Swipe your way into the door by the crane, killing the guard, and a quick examination of the Machine will show you that a Fuse is missing.



Pick up the Silver Key, return to the tracks, and take the stairs to unlock the Silver Door. Jump around the platforms to the right to tool up, drop down and swipe open the door.

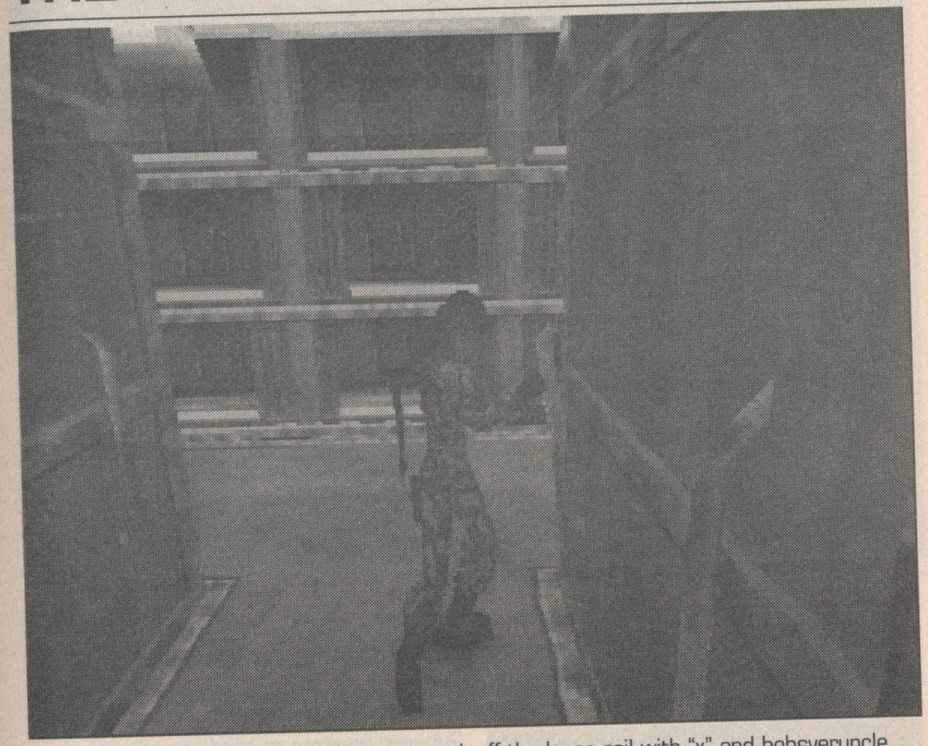


Another tin of Chappie later, and you're free to pilfer the Shower-Room lockers, where you can retrieve, amongst other things, the missing fuse. Return it to its rightful home, courtesy of the door switch you can see on your way out.

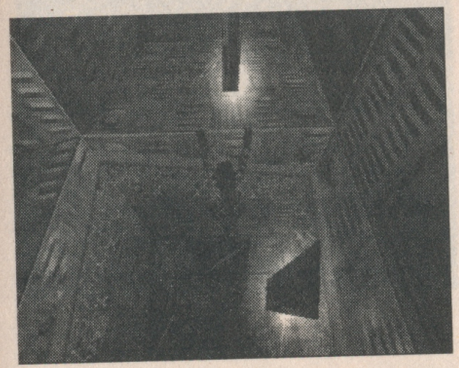


With the Engine up and running, enter the newly-opened door and push the button to swing the crane into position. A hop, step and jump up the crates outside, and you find yourself jumping aboard the Submarine that will be your home for the next 2 and a half levels.

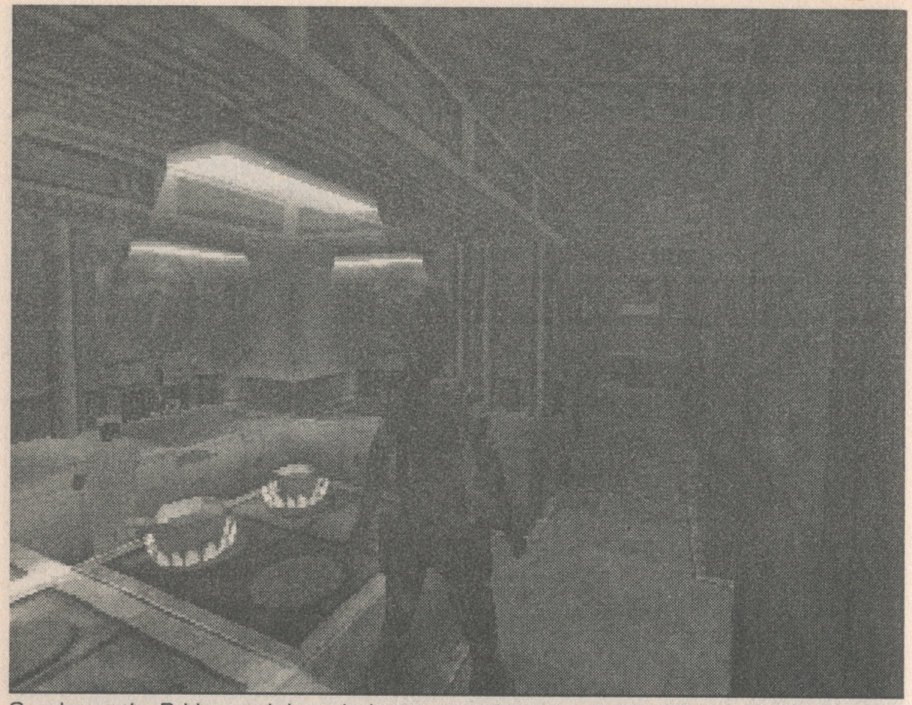
LEVEL 2: THE RUSSIAN SUB



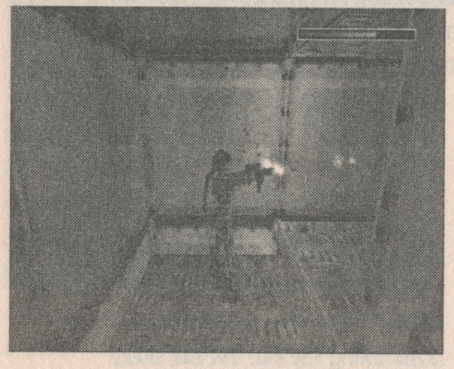
Once confined to the Sleeping Quarters, yank off the loose rail with "x" and bobsyeruncle, you have a makeshift Crowbar. Use it to lever open the air vent and crawl inside.



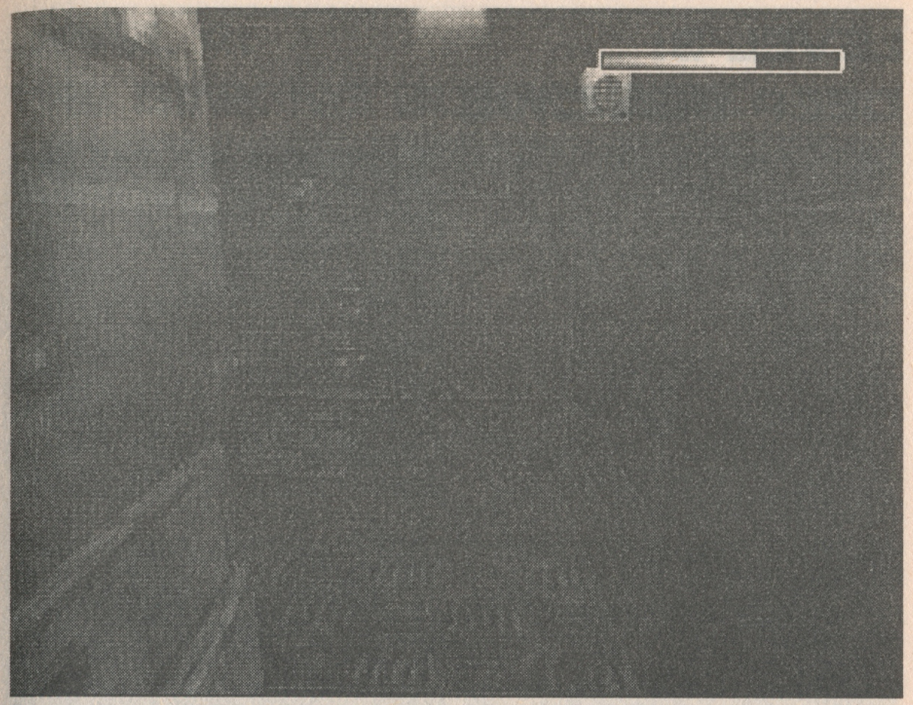
After finding a secret in the sparking shaft, climb out to the right until you reach the flailing live wires. Bypass them (and the drop) by crawling backwards and swinging into the passage on the left. Open the trapdoor and retrieve the Battery from the drawer. Leave the way you came in, and crawl/swing left into the exit shaft.



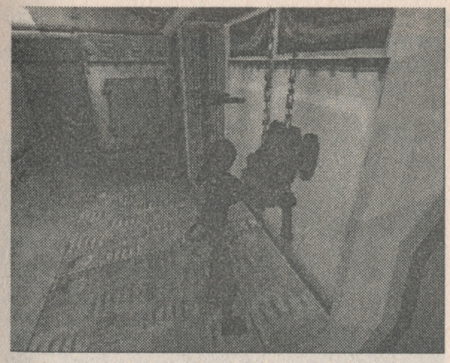
Crawl past the Bridge, and through the next trapdoor, drop into the Galley. Tiptoe up behind the unsuspecting chef (avoiding the hobs!) before caving his head in with the Crowbar and making off with the Bronze Key. Use it to open the door and collect the Silver Key, which in turn opens the door to the Canteen



Put your firearms to good use as you progress down the passage and open the bulk-hatch, where you can climb on the containers to pick up the Aqualung. Return to the other bulk-hatch, and pull down the trapdoor above the box to enter the vent and crawl to a second trapdoor.



Drop in, all guns blazing, and collect the second Battery from the drawer. Leaf through your inventory and combine the battery polarities. It's now on through the passages, past the Sleeping Quarters, to the Torpedo Bay, which can be entered through another bulk-hatch. Keep some ammo in reserve 'cause you'll have more blood on your hands before the level is through.

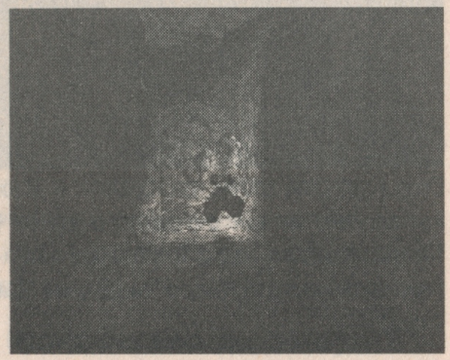


Of the 3 remaining rooms, the first on the right yields the Suit Console, which can now be combined with the Aqualung and Battery. The second on the right contains the last commie standing (but not for long), and the final room sees Lara donning the Diving Suit (all parts having been combined) and clumsily heading out into the Big Blue...

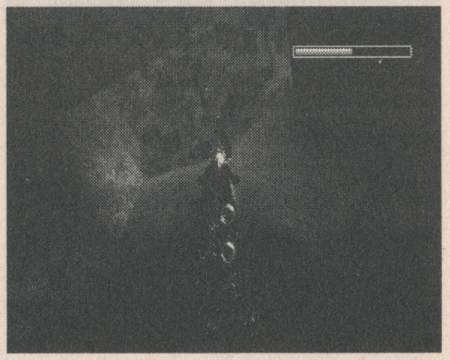
LEVEL 3: DEEP SEA DIVE

A cute mini-level this one that'll leave you gasping for air. Lara's up against mini-subs, armed with nothing more than a bunch of Chaff Flares to distract the enemy torpedoes.

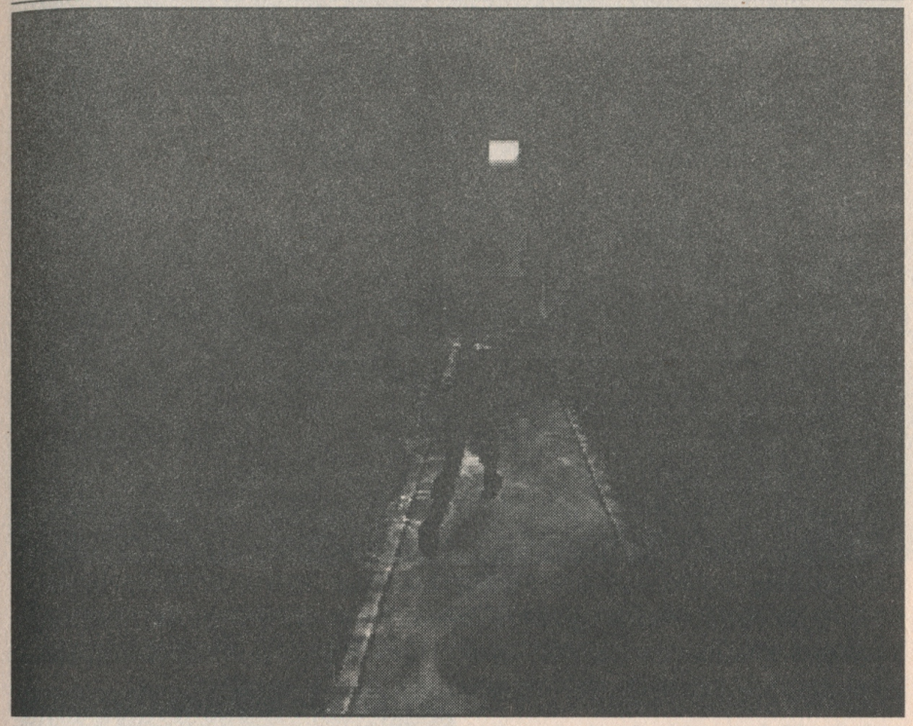
Dive down to the large circular crater and follow the red rock path to reach the mystical Spear of Destiny.



As she starts to lose oxygen, it's a hasty dash back to the Sub, using the gulf-stream, and a little luck, to guide you back to safety.

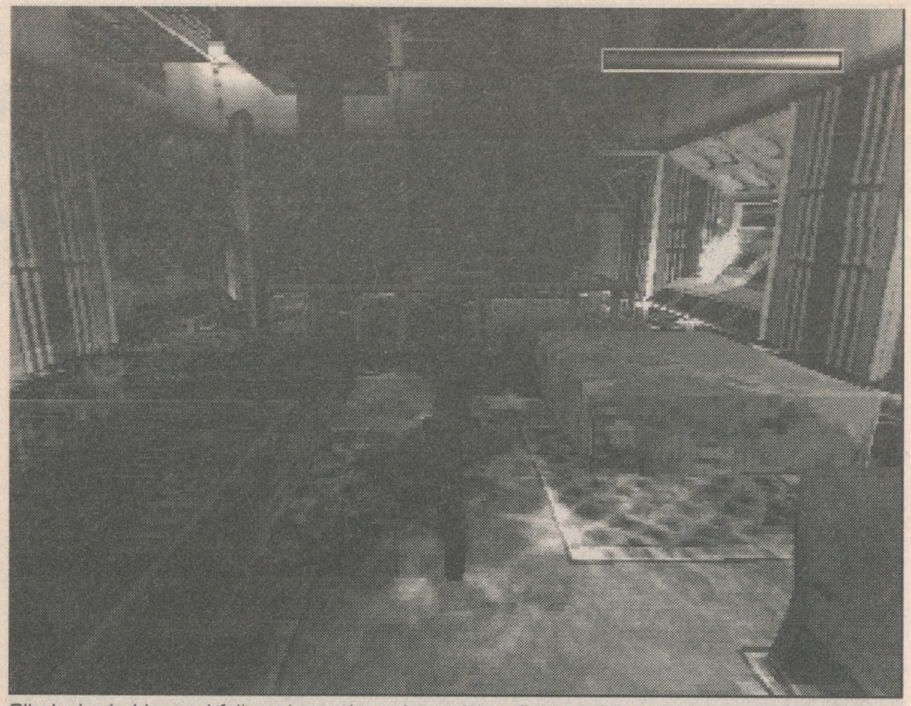


LEVEL 4: THE SINKING SUBMARINE

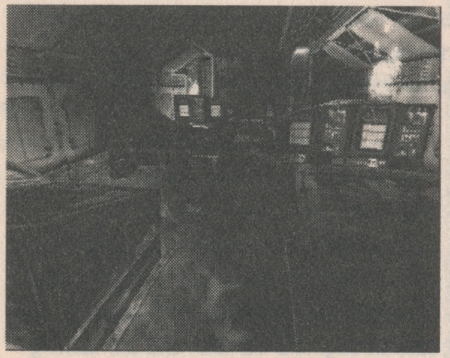


Lara returns to the Sub, and one cutscene later, the whole shebang is filling up quicker than the Kursk. Fire and electric shock are Lara's biggest enemies here, so progress warily. Drop down the ladder and pass through the Torpedo Bay. Climb the ladder to the right and you'll soon reach a flaming corridor.

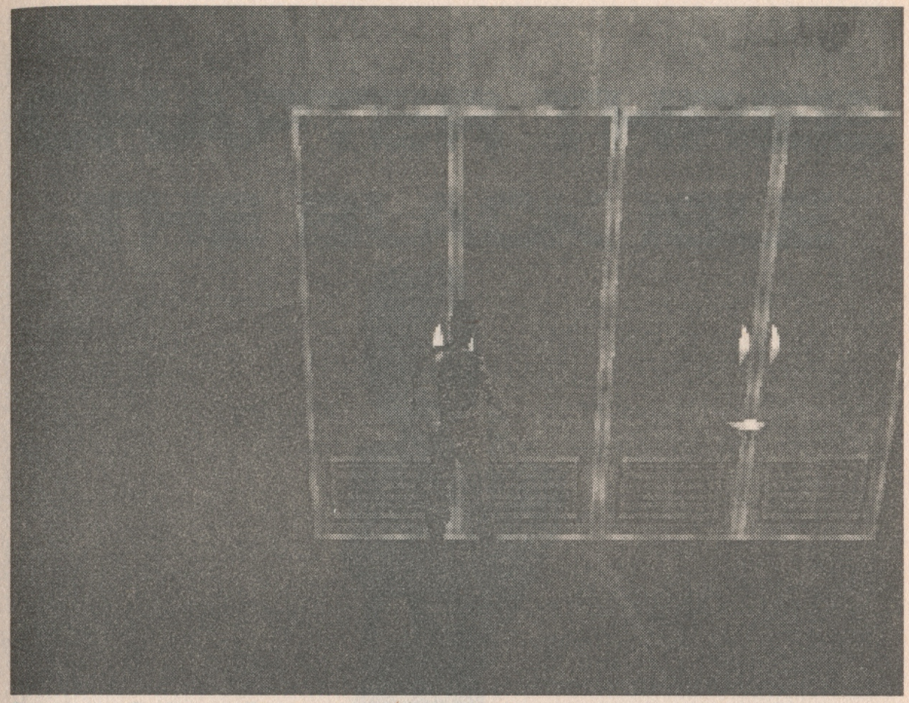
Face the wall and two sideways jumps should see you clear of danger. Avoid electrocution in the canteen by leaping from table to table, before taking a right, killing the guard and pocketing his Swipecard. Go back through the Canteen and the flaming corridor and use the Swipecard to open the door



Climb the ladder and follow the path to the stricken Bridge. Open the left door to collect the Silver key from the floundering Admiral Jerevan. Return to the Bridge and shoot out the suspect grate from the Map Table. Climb in, crawl right and go through the trapdoor, before jumping to turn off the electricity supply via a Lever on the wall.



In the half-light, return to the room before the Bridge to pick up the Revolver and Nitrogen Canister. Turn right and descend the ladder, where the first passage on the left leads you to the door which takes the Silver Key.

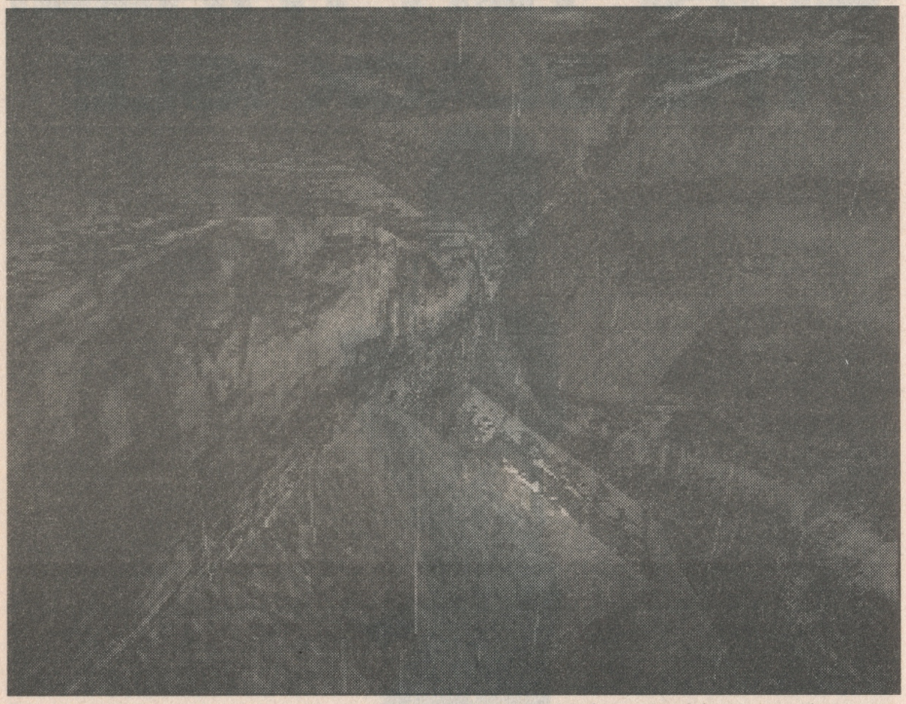


Once in the Conference Room, rummage through the cabinets to retrieve the Oxygen Canister. Return to the Bridge, spraying lead, and pick up the Bronze Key as you go, which can be used to retrieve a secret off the Power Switch room.

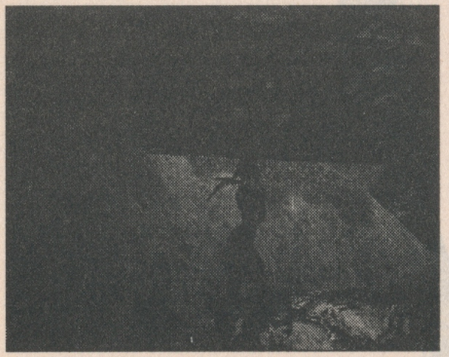
Go back to the ailing Admiral. Leave him to his martyrdom (and the sharks) by climbing the ladder to the Escape Pod, placing the Canisters in their appropriate receptacles. From here, it's plain sailing to the surface on FMV autopilot, and the end of Chapter 2.

CHAPTER THREE: THE BLACK ISLE

LEVEL 1: THE GALLOWS TREE



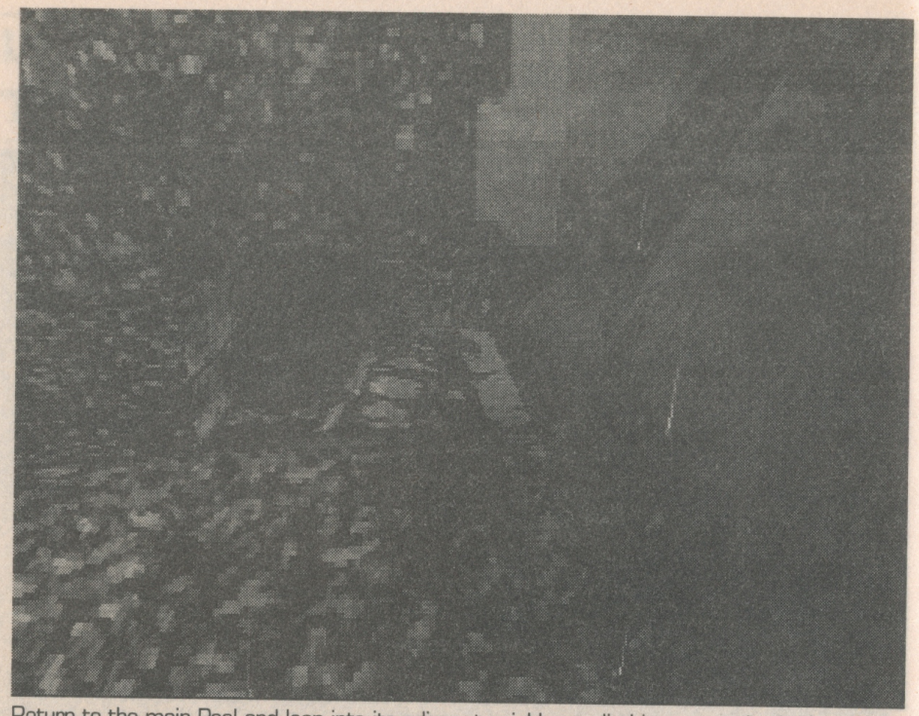
Take the pubescent Lara down the path, and take a running jump straight across the Chasm. Sideswing left along the ledge above, and then leap to the steep slope to the right. Cling on as you slide down, then edge your way above the cliff-hole to the right.



Let go of the edge, and immediately regrab with "x" to pull yourself into the gap. From the grassy knoll to your right, leap up and monkey-swing your way back across the Chasm using the mossy ledge above your head. Slide down the left incline to greet the barbecued corpse dangling from the Gallows Tree.

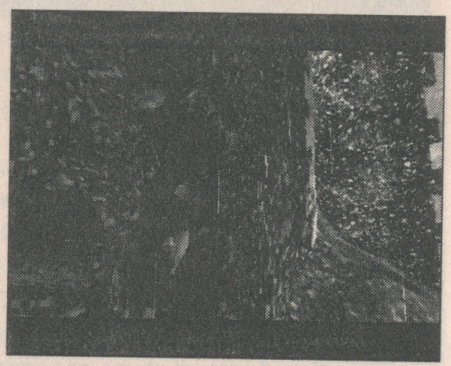
Back in control, enter the red opening near the Well, jump to the cave ceiling and monkey-swing to its natural conclusion. From this vantage point, a simple bound forward will see you plunging into the Well.

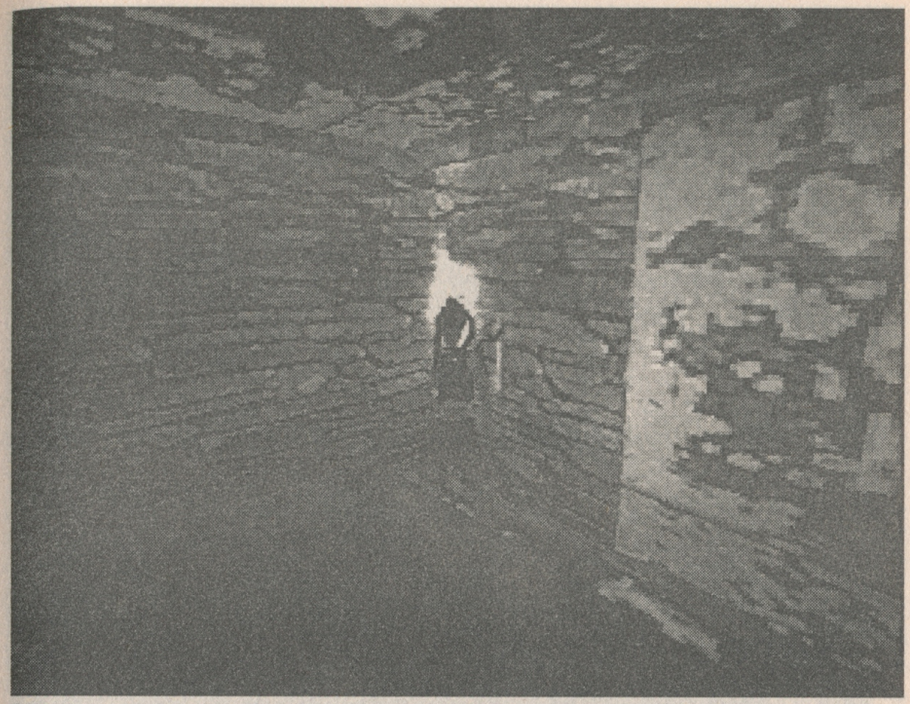
Dive down following the deepest route to the right, until you emerge in a large limpid Pool. Get out from the long slope in the far corner by back-flipping onto the jetty beside the house. A quick crawl past the rusty bike, and the Rubber Tube in the drawer is all yours.



Return to the main Pool and leap into its adjacent neighbour, climbing out at the farthest bank for a short crawl back to the Gallows Tree. Ignore the yapping Imp, but instead aim for the Tower in the corner. Crawl through the low tunnel and follow the path to the Pitchfork

Combine the Pitchfork with the Rubber Tube to fashion a crude Catapult. Use it at the wooden planks on the platform above, to bring the old bells clanging to the ground. Exit through the hole in the corner, making sure to pick up the Clapper on the way.





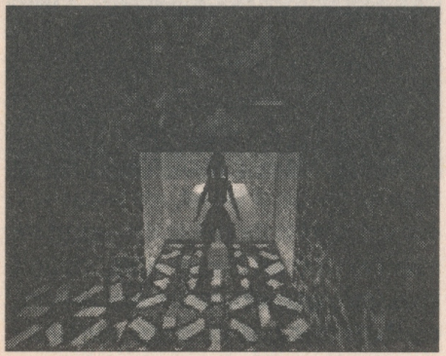
Take the torch from the first Tomb, and spark it up in the second. Drop into the hole on the right near the Hilltop, avoiding the traps by turning right and right again. Continue down, turn right and head on upwards. You are now directly beneath the Gallows Tree.

Light the roots above you with "x", and drop the torch at a safe distance - you won't be needing it again. Pick up the Demon's Heart, and follow Father Dunstan back to the Gallows Tree. Make your way back through the Tower and the Bell Chamber to the Tombs.

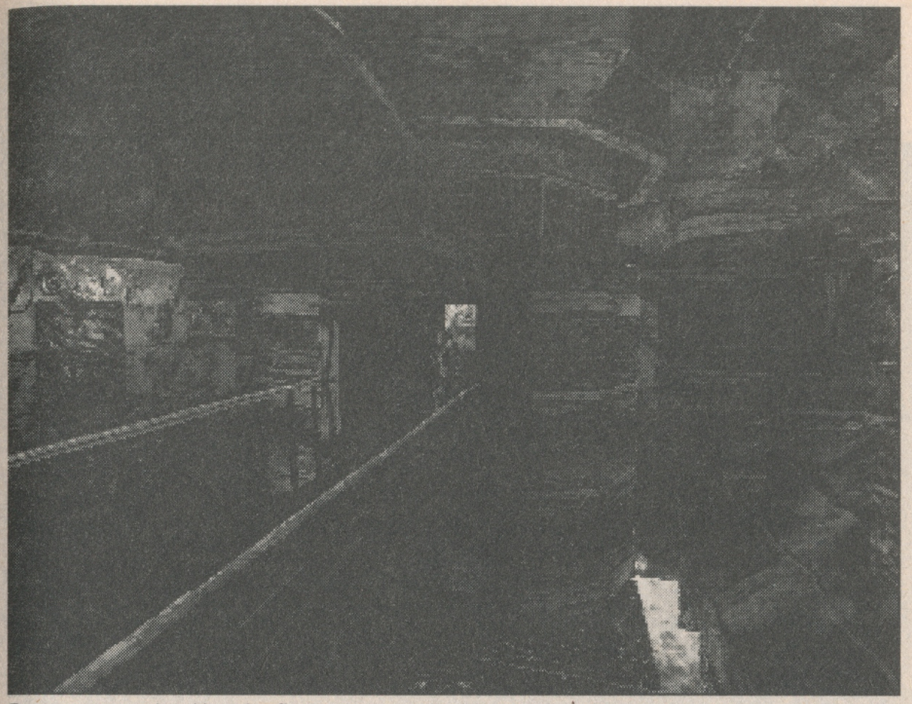
Make for the top of the hill, and place the dripping Heart in the hole to the right of the main door. Hurl the Clapper at the emerging Imps and escape through the door. A short crawl and climb past the bridge, and Lara soon finds herself in the unholiest of places- the Chapel.

LEVEL 9: THE LABYRINTH

When the ghostly cutscene is over, walk to the far wall and push the runestones in sequence (left then centre, then right) and Skeleton Warriors will appear. They have a nasty sword-blow to their credit, but the fact that they are static means reaching the other Chapel exit should raise few problems.

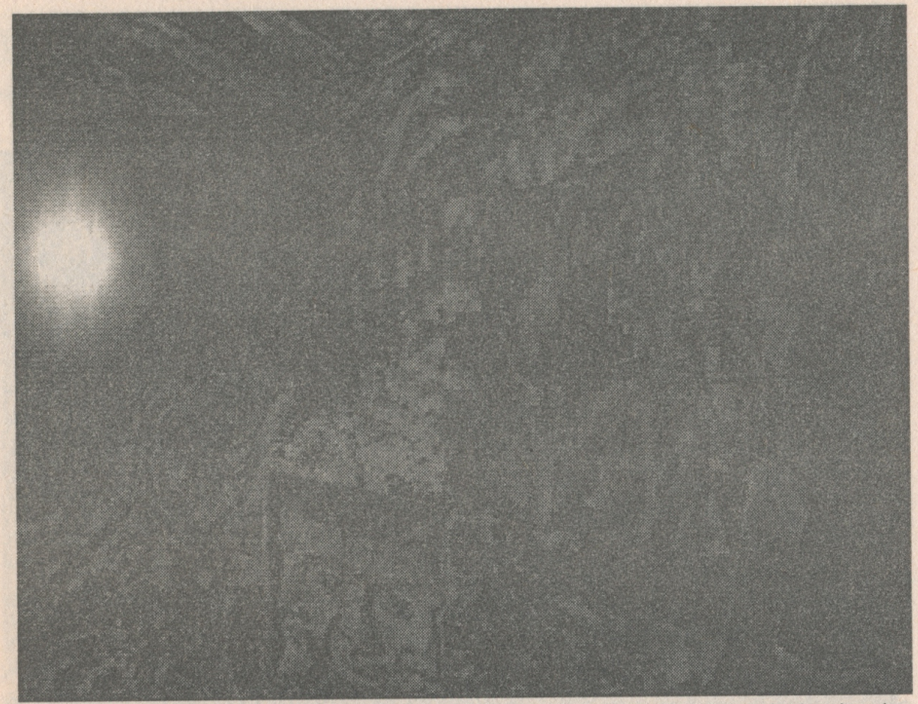


Collect the Bone Dust from the Golden Pew Knob, returning to the Chapel to sprinkle it in the Urn to banish the bony foe. Leave the Chapel by the new door, and descend the wooden ramp to commence the bamboozling Maze.



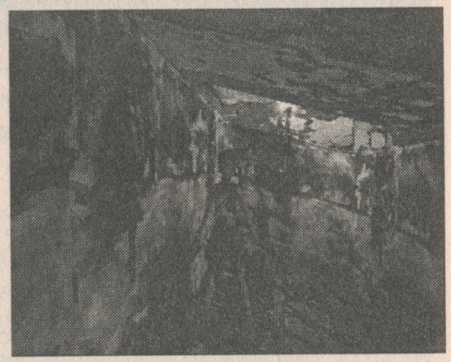
Start to ascend, taking the first exit to reach the wooden bridge, which can be crossed to enter the wooden Control Core. Pull the lever, leave the way you came in and go up 1 level. Return to the Core, but DO NOT trigger the lever, instead leaving via the exit to the right.

Ascend another level, and you will find that the weighty Bestiary is awaiting your return to the wooden Core. Do a running jump to reach the glowing exit, and drag yourself out to freedom.

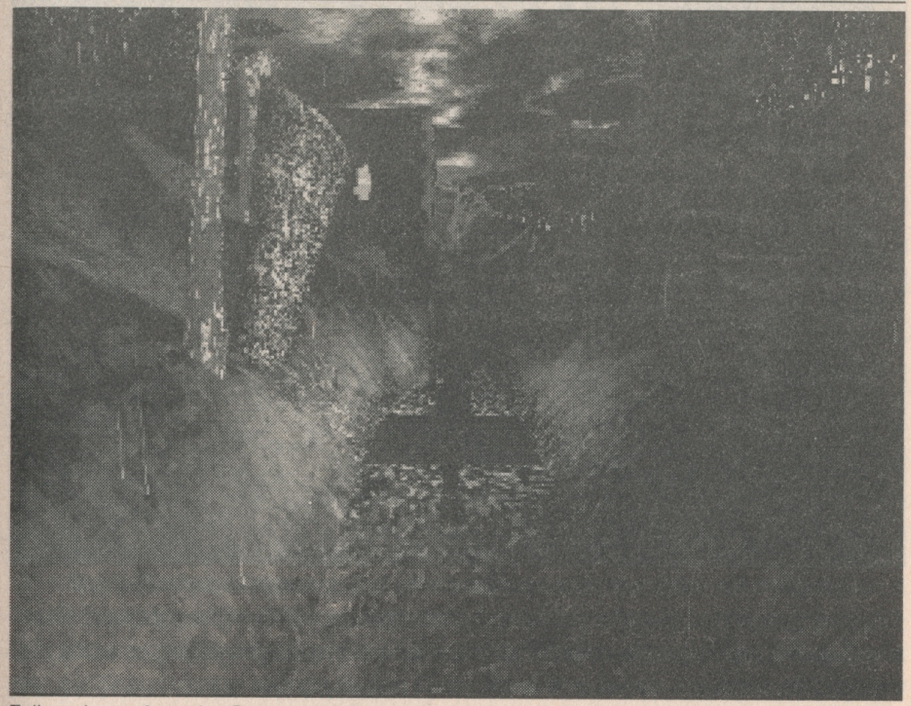


The Maze behind you, follow the amiable Lightning Spirit onwards and upwards, leaping the broken wooden ramps and trying not to lose sight of your singing guide.

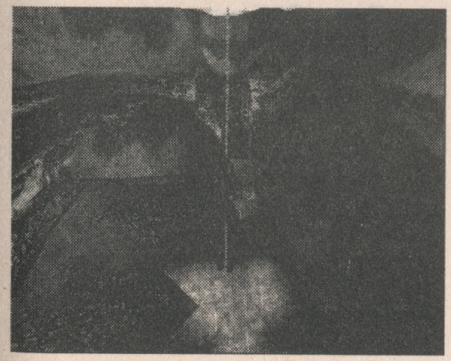
Trying to avoid the grunting Ankle Munchers, jump and climb your way to safety, finally sliding down into the Catacomb, where you can leave the level through the lid of the invitingly open coffin.



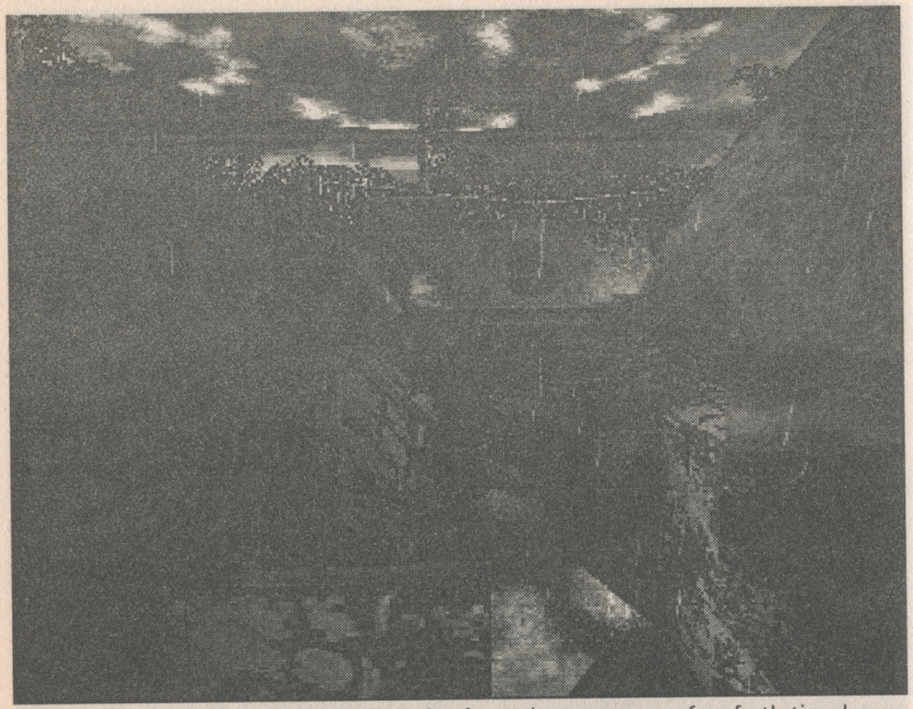
LEVEL 10: THE OLD MILL



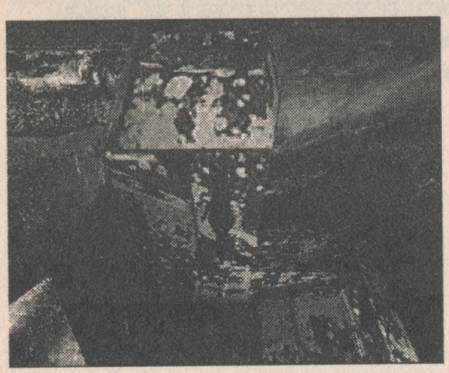
Follow the path to the Grey paving Stone, but don't be tempted to cross it yet. Instead, take the left path, leap the pitfall, and turn right until you are facing the mighty Gorge. Imps will throw stones at you, but persevere and leap to the suspended Rope.



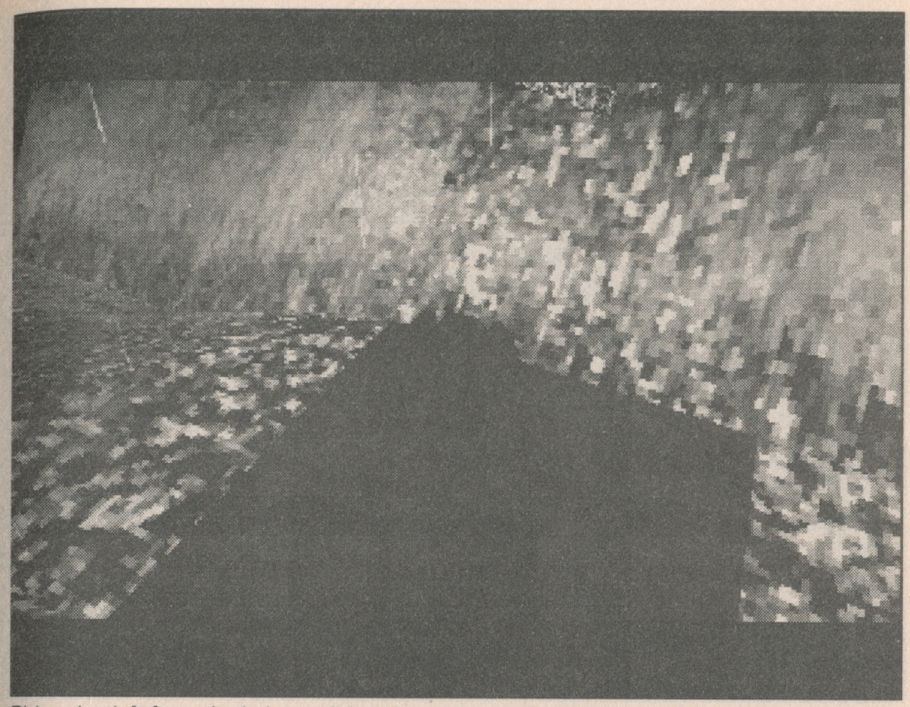
Shuffle to the bottom, and turn to face 7 o'clock. Using "R2", swing into action until you are high enough to leap off and wrench the Crowbar from the iron railings. Return to your original leaping point, and swing directly across the Gorge to the furthest point.



Now here's fun. You must leave this (harmless) area by a sequence of perfectly-timed slides and jumps from one pillar to the next. Start from the middle of the right-hand pillar, directly facing the Gorge, then backflip up to the second, immediately leaping up to the third and the fourth in a clockwise direction.

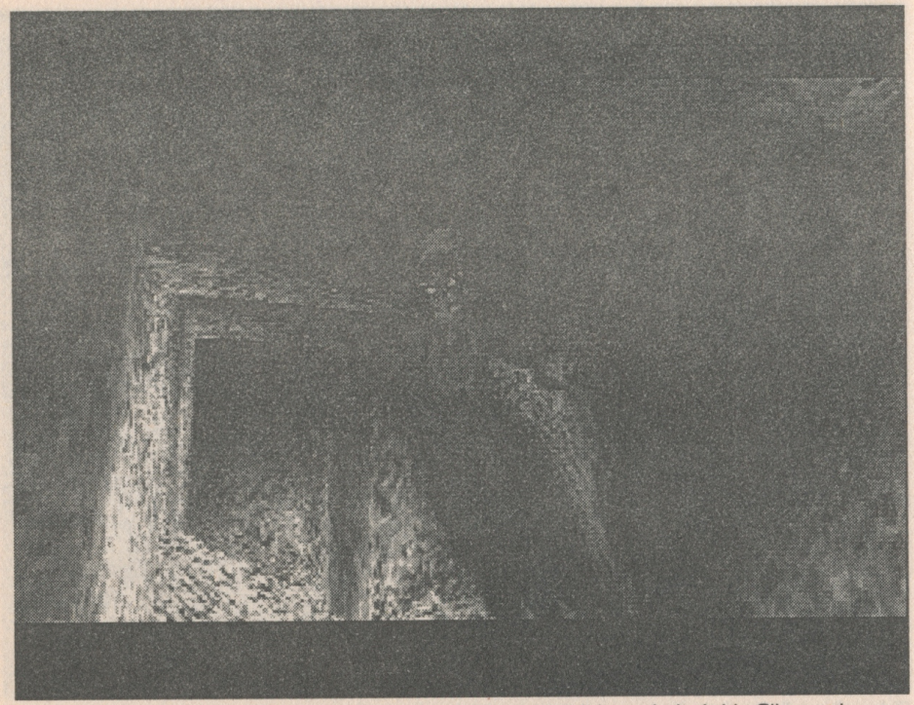


When you are hanging from the 4th pillar, sideswing right and pull yourself up before sliding and jumping twice to reach the exit ledge. Time to SAVE and give those blistered thumbs a break.



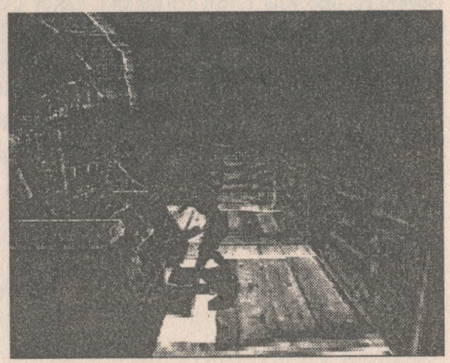
Sideswing left from the ledge and drop into the cave to prize the chalk from the rock face. Those rock-hurling Imps will give you a stony reception as you find your position to jump back to the original leaping point. From here, it's a leisurely stroll back to the Grey Stone and your first encounter with the devilish Cossack.

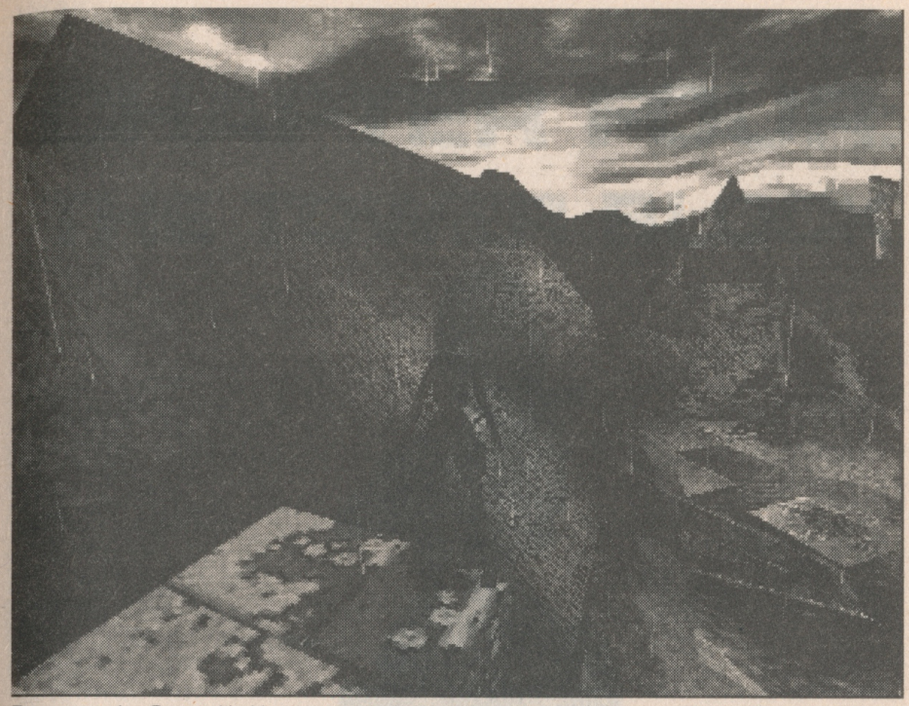
Having etched your chalk Pentangle, follow the horseman to his watery abode. Leap into the red Stream to your left, and let the current carry you through the Watermill to your first rendezvous with Swampy in the Windmill Moat.



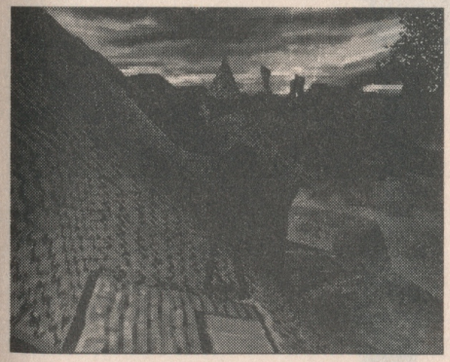
Quickly dive down through the deeper water to his golden lair, and pinch his Silver coin. Lead him to the rickety cage, where Lara uses the shiny nugget to put Swampy's minimal IQ through its paces. The coast is now clear to re-enter Swampy's lair, and swim up through to the Windmill.

Head for the wooden Winch and tug it 3 times. Leap to the pole on the left wall, and execute a quick 360 spin before jumping to the opposite platform. A hasty sidejump to the right, and you can quickly crawl through the closing door. Leap to the ledge and pull down the Watermill Switch before leaving the Windmill.





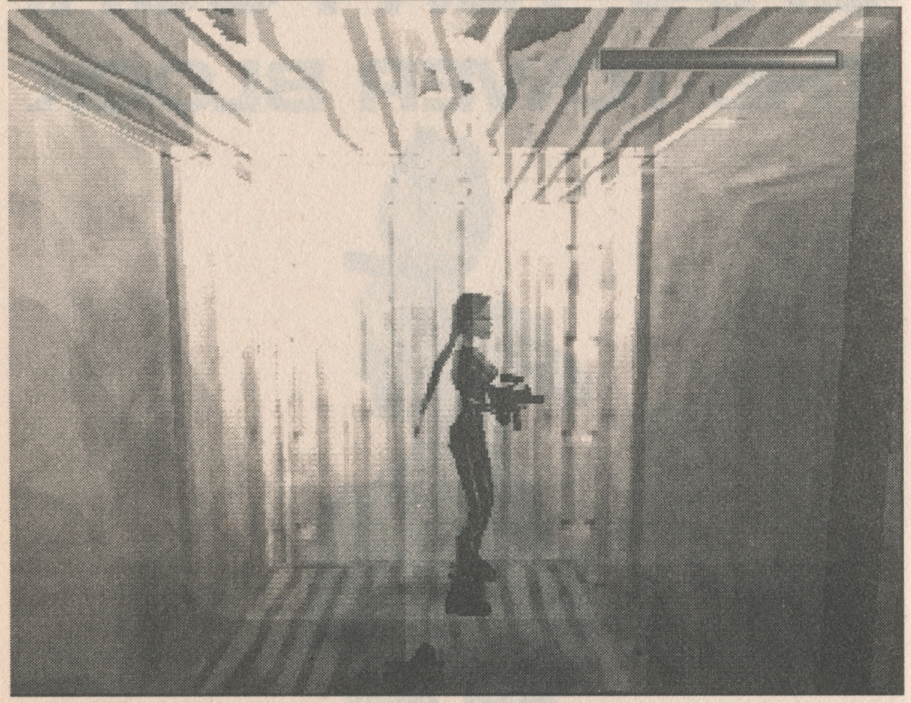
Return to the Cossack's House, and jump back into the (now stagnant) red Stream, taking the first exit on the right. Crawl through the blue-stone tunnel and pull up onto the right-hand pillar. Jump across the gap, then right to the skylight set into the roof tiles.



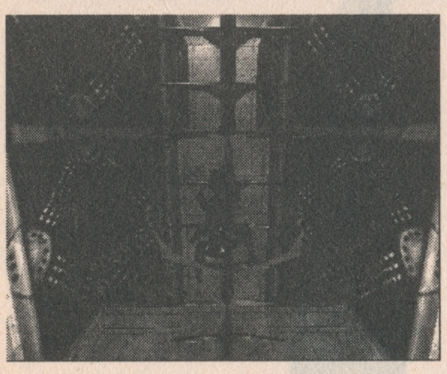
Leap over to the other skylight via the porch roof, then onto the Watermill roof. Crawl to the entrance and somersault inside to pull the lever, so finishing off a dastardly Cossack, a damnable level, and the downright trickiest Chronicle of the game.

CHAPTER FOUR: THE TOWER BLOCK

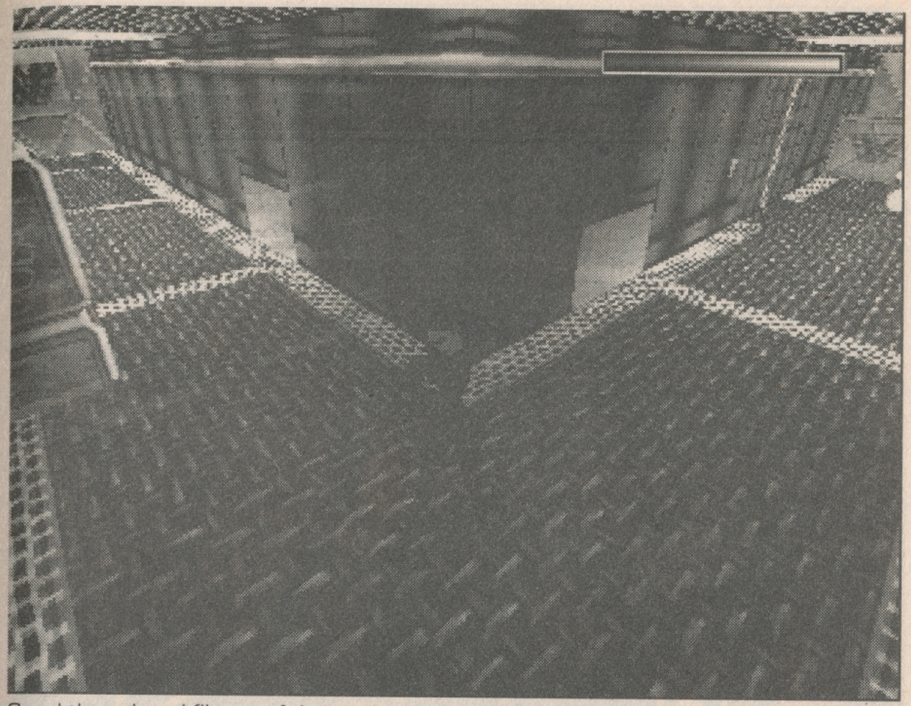
LEVEL 1: THE 13TH FLOOR



Tear your eyes from Lara's shiny Matrix catsuit, and have a rummage through her backpack. The variable HK Gun will prove to be a girl's best friend, so get to grips with it before departure. Climbing from the passage on your right, use your Sight to blow the lock and slide into the room.

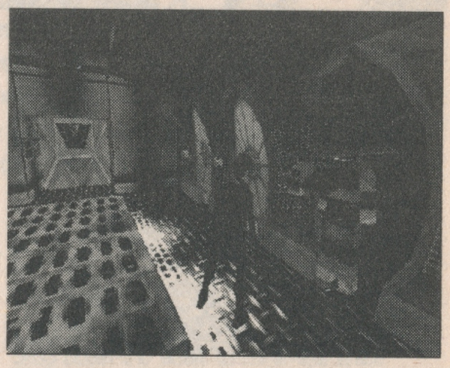


A well-aimed headshot will overcome the menacing Roboguard you encounter inside. Climb back into the broken passage, dropping into the next hole and dashing to the ladder ahead. With your ears still ringing, climb out and head up the futuristic ladder, avoiding the rotating Laser Fields. Shoot out the wall panel above to the left and climb inside.

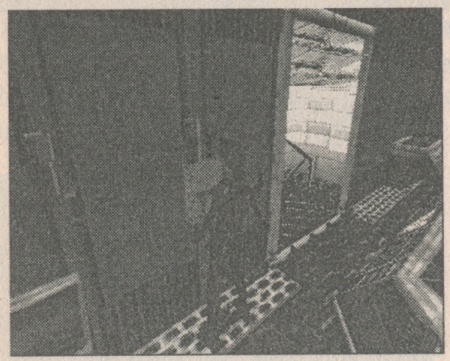


Crawl through and flip out of the passage, to shoot the guard. Bypass the laser trap near the cola machine by shortcutting the corner via the low vents. Waste all comers as you steal the Access Card from behind the glass and take the lift up to the 16th floor.

Pop the guards, open the door to your left with the Access Card before entering to push the console button. Head back down the other way to the Catwalk and walk through to the Suit Room, pressing the button to reveal the Code Disc, Take the lift back to Floor 13, cut the corner and use the Disc to open the vent.



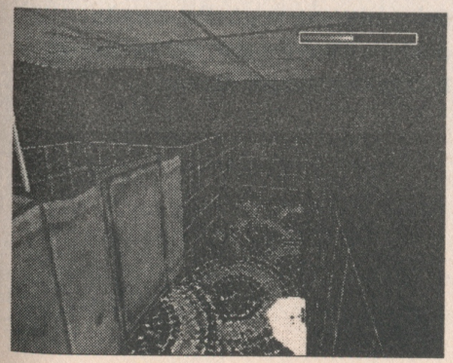
In the Container Room, take the Cloth from the drawer upstairs, and then carefully pick off the Roboguards from the gantry. Down on the floor, swipe open the right door and pocket the Chloroform before the bugs bite you.



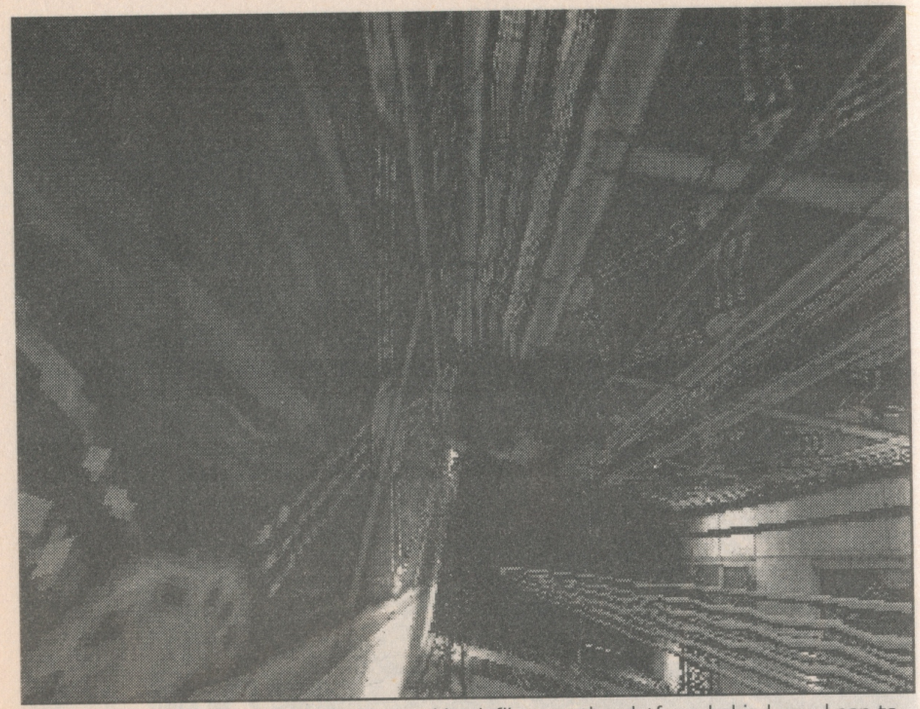
Swipe open the large blue door, then shoot the Roboguard to claim his Code Disc which opens up the Iris Lab. Take the Scientist hostage to perform the security clearance and then head up to find the Forcefield Switch. Activate it and then belt down the ramps to snaffle your Iris reward while the field is down.

LEVEL 2: ESCAPE WITH THE IRIS

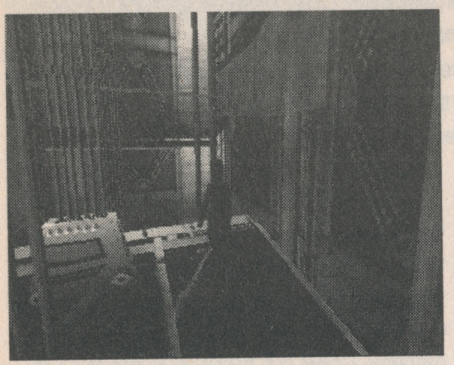
After parting with her beloved HK robot-waster, Lara can safely pass through the Control Corridor and take the last door on the left. Grab the Chloroform from the cabinet and combine it with the Cloth in the next room. Sneak up behind the guard and render him insensible with your toxic snotrag. Head down the corridor, restocking on Chloroform and the Restroom Card from the drawer in the final room.



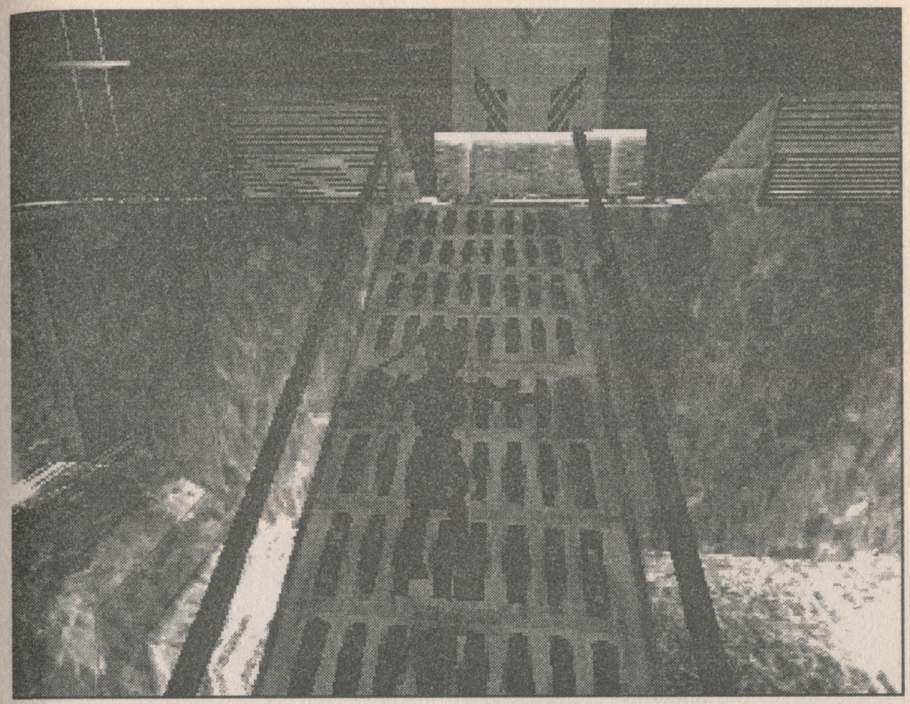
Tap in the Restroom door-code (8526) and (curiously) make straight for the Gents. Kick open the first cubicle and pull down the cracked ceiling tiles. Climb in and double-drop down the shaft to minimise ankle damage. Crawl out backwards into the Lift Shaft and climb down the wall. As Lara swings in close to the wall, release the "x" button for a safe landing.



Jump to the Lift Chain, shin to the top and back-flip onto the platform behind you. Leap to the vent to your right, performing a 360spin on the horizontal bar to bridge the gap. Once atop the Lift, drop through the trapdoor and push the button. When the doors open, creep left to the other lift without arousing suspicion.



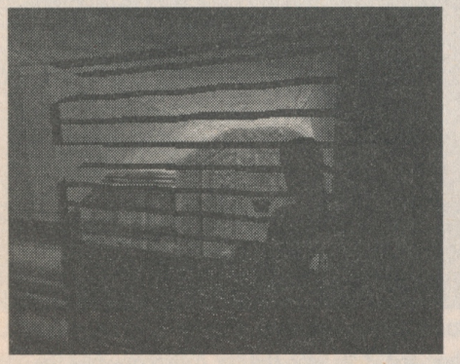
Push the button, and then again to close the doors when the guards open fire. As the Lift plummets, a hasty third push will apply the brakes to break Lara's fall. From the elevator roof, use the parallel pole to swing-jump your way to the opposite platform. Climb the wall, and half-way up, backflip onto another plateau.



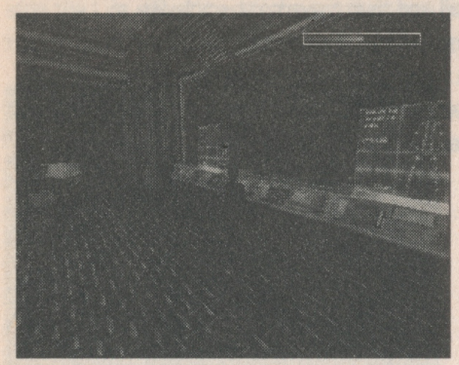
Jump across the Shaft, swinging off the bar to climb into the vent. Slide around the corner and jump to catch the bar. Swing to the next bar and then onto the far platform while the flames are dormant. Leap to the hole in the wall and then traverse the pole like a tightrope, before surfing the shafts and crawling out into the corridor.

Dash right past the shooting guard and up the ramp. The ladder to the left of the door will take you to the upper ring, where a switch deactivates the lasers. Climb down through the door and at the end of the passage, let the guard shoot the Aquarium, so shorting the laser-tripped floor.

Press the switch and run left and right through the doors, before walking gingerly to the two switches that open the only door. Head through the Teleport Room and on to the Bomb Room, where the ceiling trapdoor will gain you entry to the X-Ray Control Room. Pressing the button will switch on the scanner to reveal which box stores the Teleporter Disc.

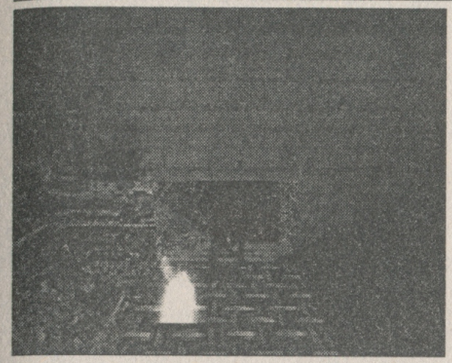


Take the Disc from the box, crawl out and use it at the Teleport Console. 'X' marks the spot to deposit the Iris. Having beamed to the red Teleporter, run through the open shaft. On Zip's advice, use the zooming Headset shades to spy the access number (1672), which can be tapped into the console to escape the firing guard.

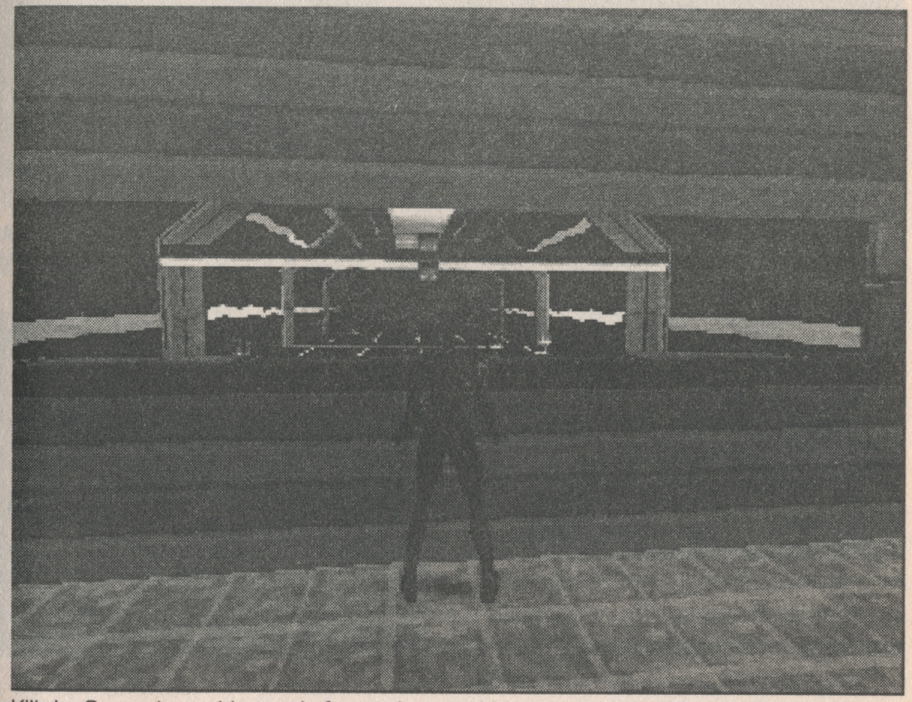


Press the button to switch off the X-Ray scanner and crawl through the red tunnel to reclaim you HK Gun at the starting point. Run through to the far corridor, where shooting the Fire Extinguishers will allow you to leave the building and embark on the final level.

LEVEL 12: RED ALERT!

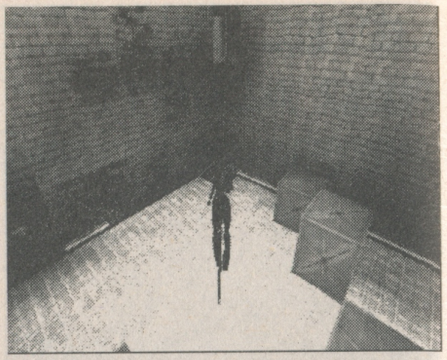


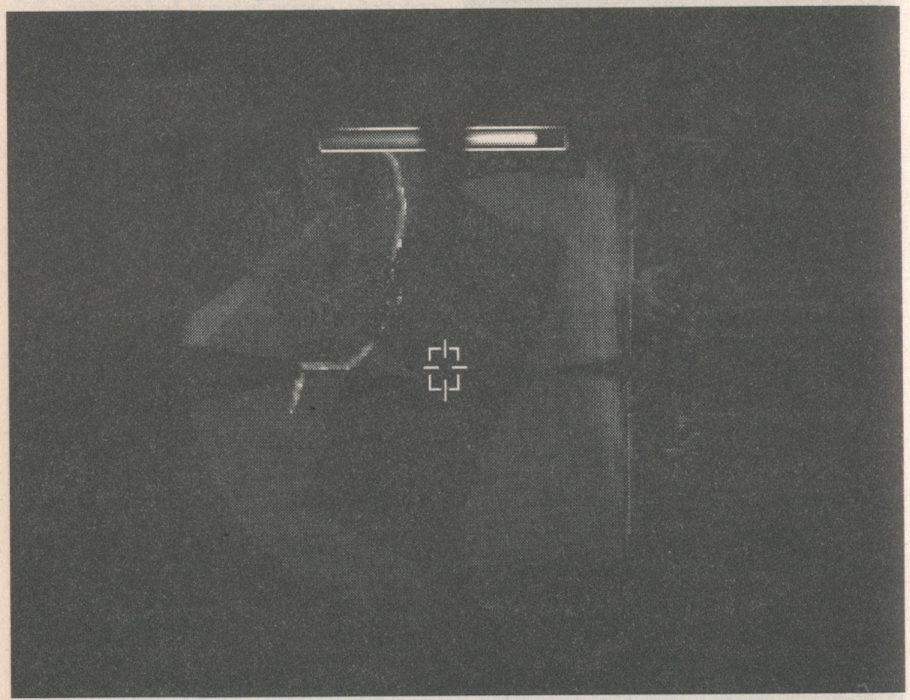
Pick off the Roboguard and climb the crippled staircase before the flights collapse. Kick in the cracked wall and leap to open the trapdoor, climbing out to neutralise a guard. Shooting the Valvewheel at the end of the passage will reveal the Laser Traps you must now patiently negotiate, edging forward and pausing between the white lines.



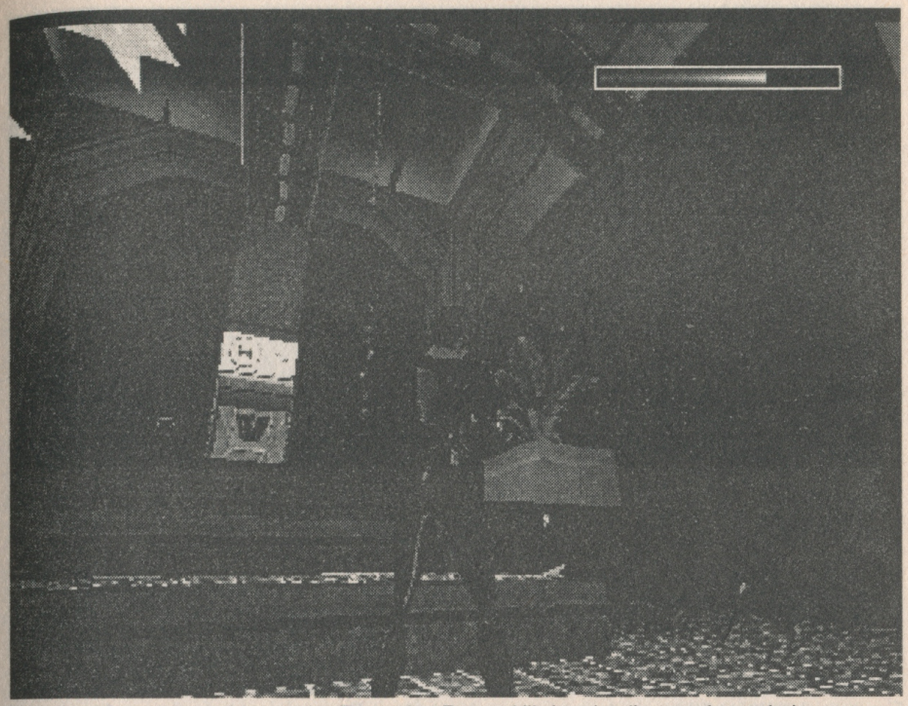
Kill the 2 guards at either end of your elevator ride, and enter the Shooting Gallery. Open the left door, push the button and quickly waste the 5 dummies. In the right room, sharp-shooting is essential to avoid the choking gas, but the rewards success brings are bountiful in the way of valuable hardware and ammo you can pick up in the end room.

Go to the Crate Room, and fire your new Grappling Gun at the ceiling grate. Leap to the suspended rope , swinging and jumping to the crumbling wall from where you can sideswing into the open shaft. Slide down, pick off the 2 Roboguards and head back through the Laser Traps, picking up another Grapple Hook.

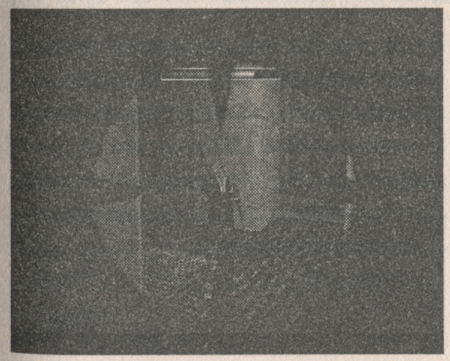




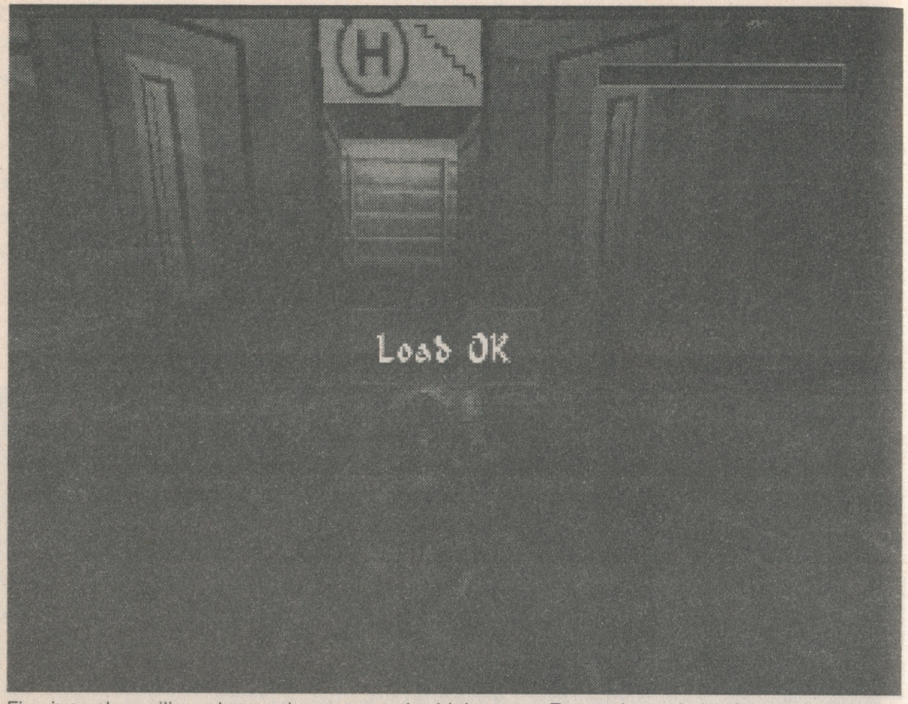
Go back to the Staircase and fire off another grapple at the green ceiling target. From the top of the stairs, jump to the rope and swing to the far hole, jumping quickly to avoid the firetrap. Shoot the guard in the next room and exit through the door.



Take the lift in the corridor to the Reception Room, kill the abseilers and use their ropes to swing to the open hatch above. Slide down the shaft and follow the path to the Helipad Stairs. Crawl through the vent and out on to the crate.

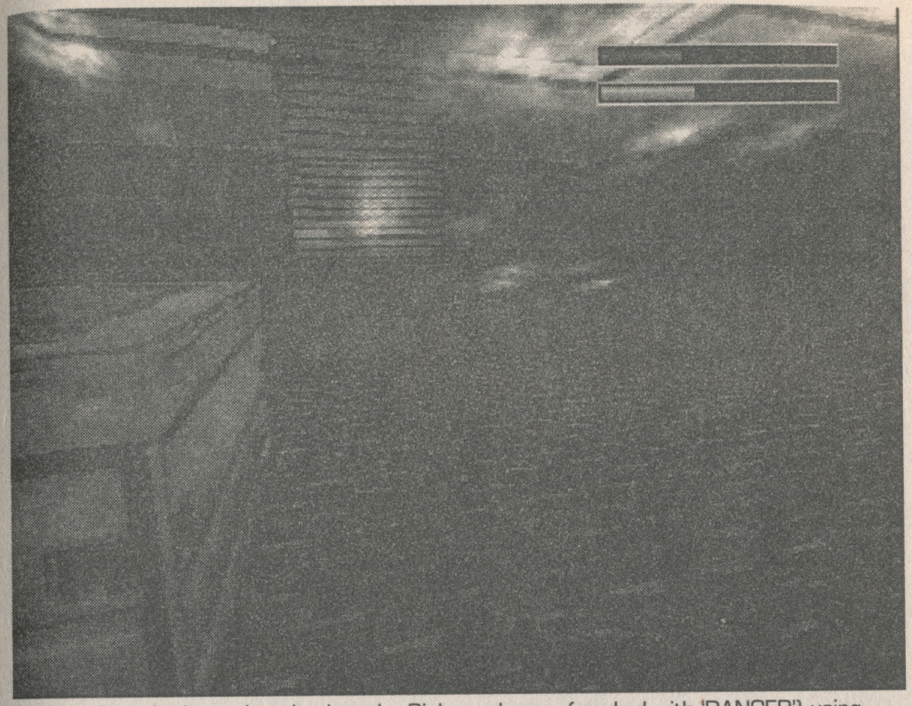


Open fire on the bald Android until his limbs spark, then aim for the red Valve Wheel to electrocute the slaphead. From the box, a sequence of leaps up the sloping shafts will take you to the platform where you can pick up a Grapple Hook.



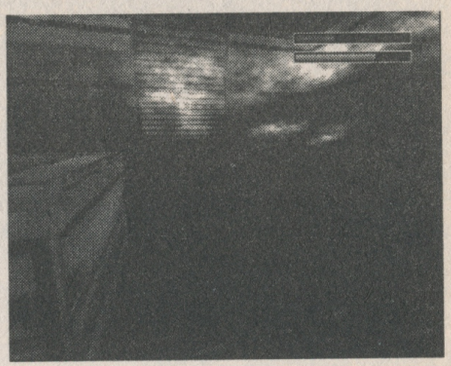
Fire it to the ceiling, then swing over to the high grate. Press the switch, descend to the floor to collect the Key Bit, before retracing your steps and jumps to press the switch once more. Take the vent shaft back to the Laser Guarded doors, and dash down the open corridor, leaping the gas canisters as the Helicopter Gunship unleashes its fury.

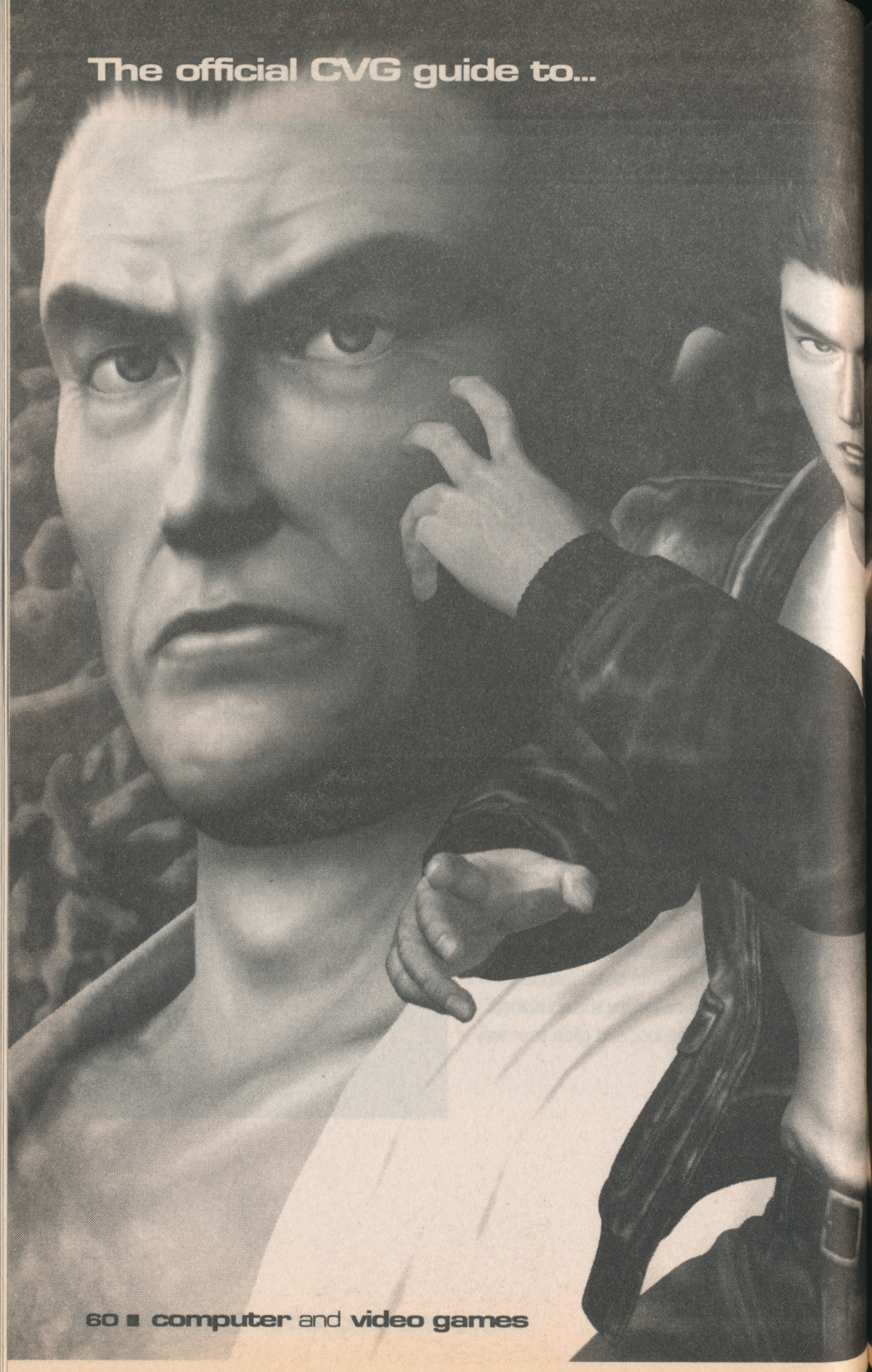
Run into the Bar and crawl behind it to activate the switch. Dash and jump back along the decimated corridor, trying to avoid as much Android and Chopper flak as possible. Take the new corridor on the right, and trap the Android in the passage by pulling the lever at its end.



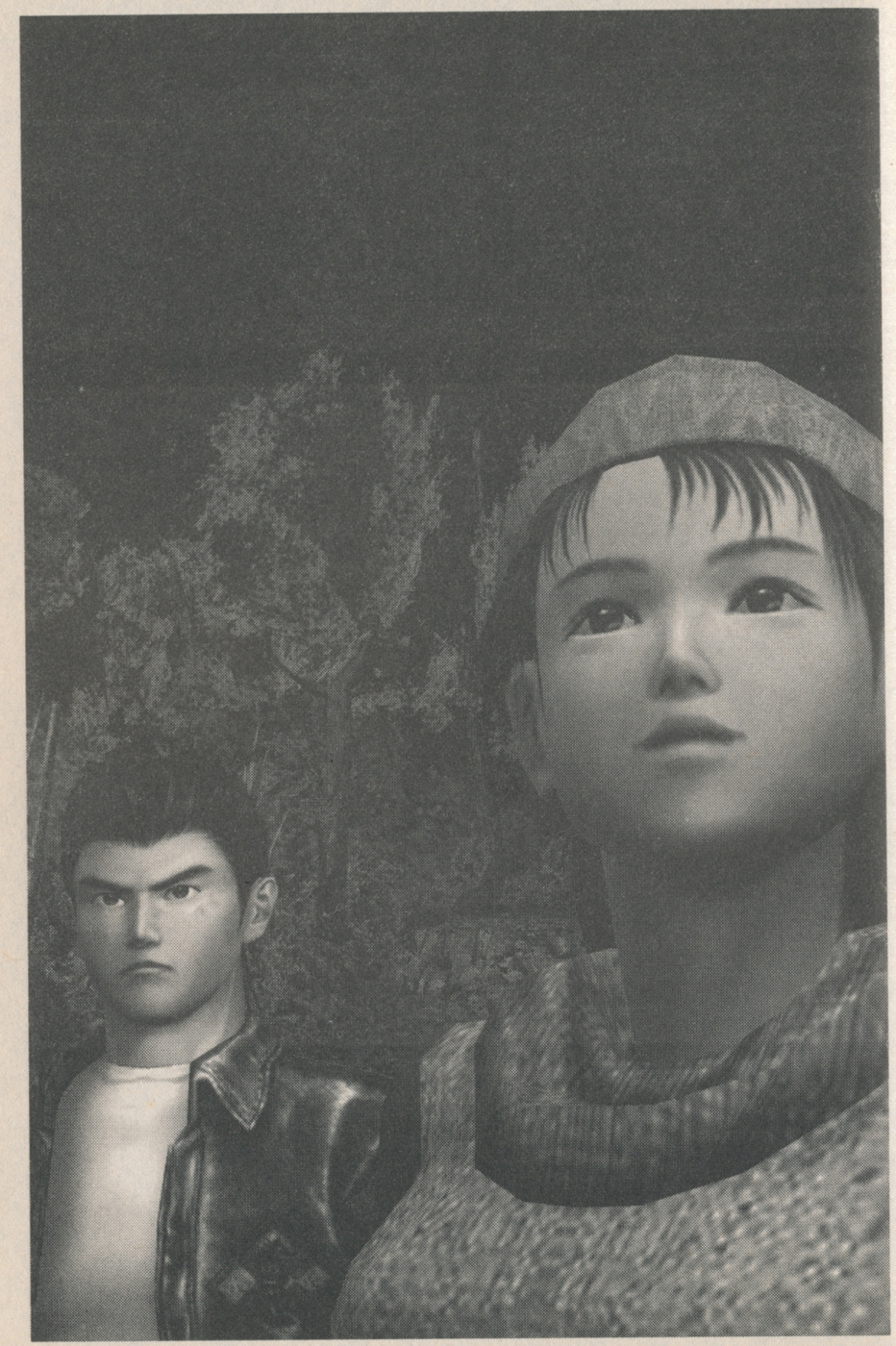
Take a left at the Laser junction into the Biohazard area, (marked with 'DANGER') using crouch to catch your breath. Bear left through the automatic doors, pull the lever and gun down the masked guards. Take the door from the first gas chamber - pull the lever, clear your lungs and watch the Android hit the deck.

Reset the lever, dash out and open your trap, where old TEFAL should have left the 2nd Key Bit for you. Reset the trap and take the unmarked door at the Laser junction, pulling yourself up at its end. Climb the wall behind you and drop into the Reception Room, where you can place the combined Helipad Key into the lock and glide your way to freedom.



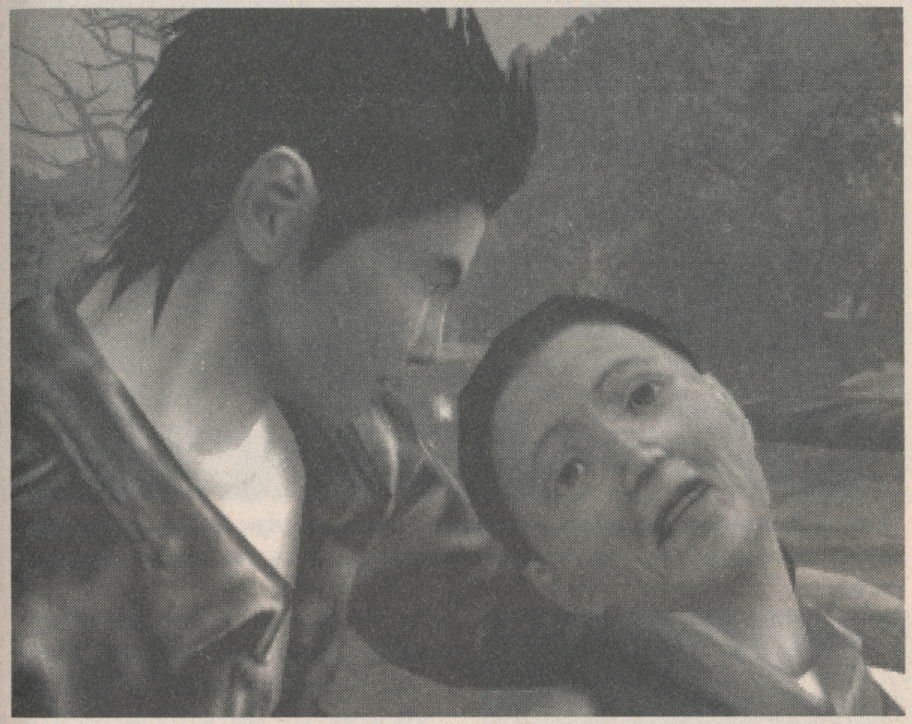


SHENMUE



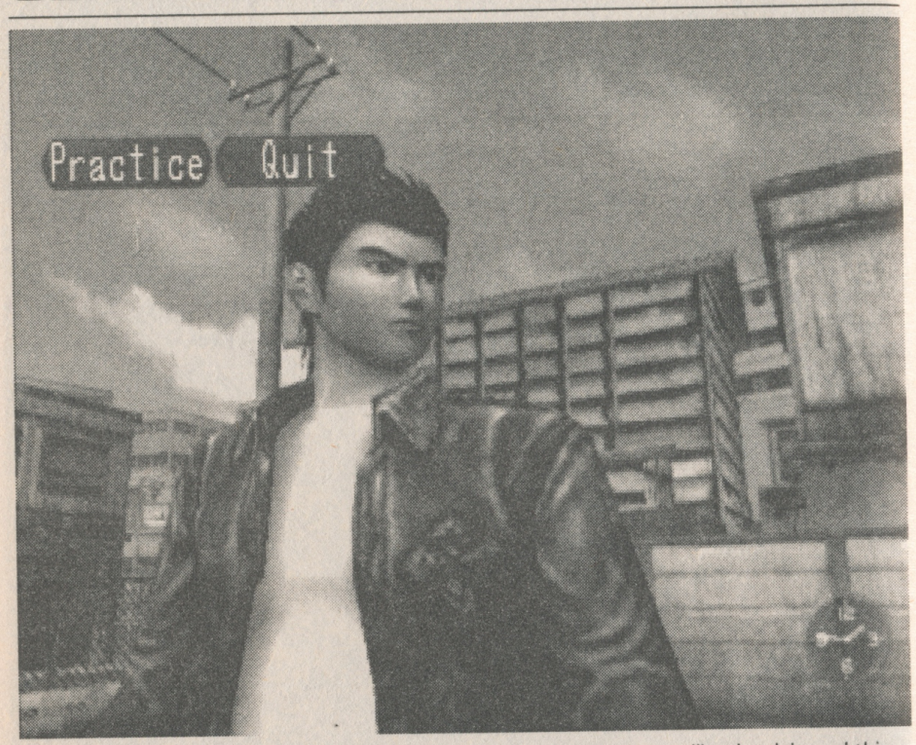
Shenmue

It's the biggest Dreamcast game there is and an incredible adventure. The living, breathing Shen Mue world can swallow you whole and there are so many distractions to your quest it's easy to flounder around in town asking all the wrong questions. Our guide will show you the bare essentials of how to get from the beginning of the game, right through to the end with the minimum of fuss. We've tried to limit the spoilers but if you don't want to spoil the surprises in store then don't read too far ahead. Now young Ryo, the adventure of a lifetime awaits...



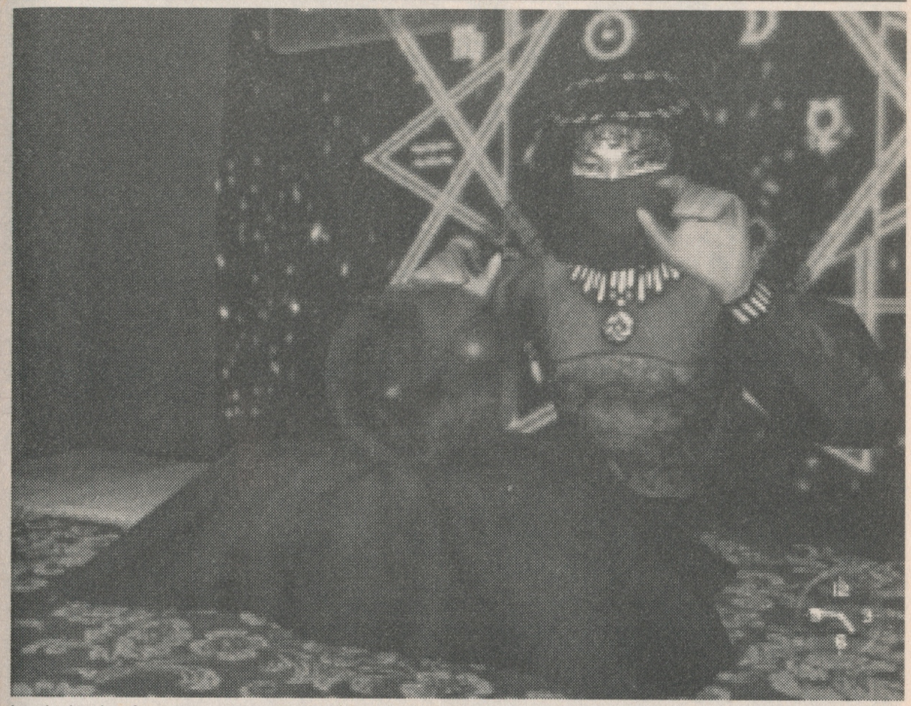
Many mysteries await in Shen Mue. Before the credits roll you'll fight vicious thugs, uncover mysterious and powerful artifacts, and even get a job

GENERAL TIPS



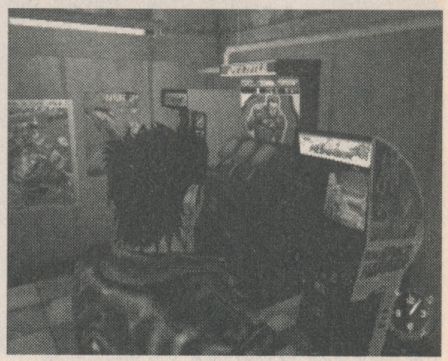
You can only train your free battle skills in certain areas in the game like the dojo and this parking lot in Dobuita. When you're stuck for something to do it's good to brush up your moves

GENERAL TIPS

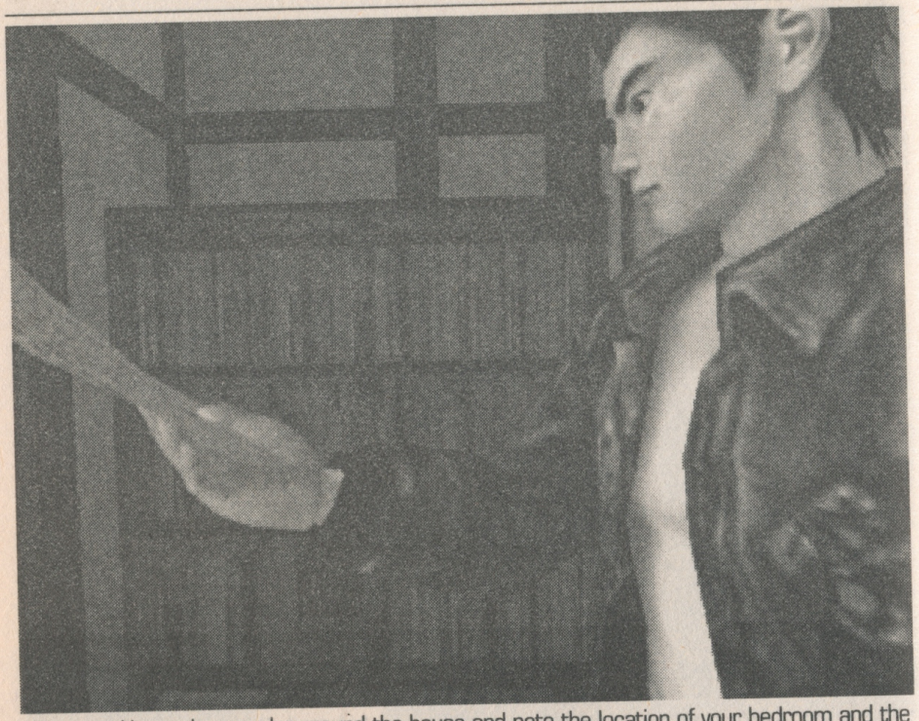


Lapis is the fortune teller in Dobuita. She's tucked away but really handy if you're stuck. She can give you clues for your next move, a reading of your fortune and even your lucky numbers

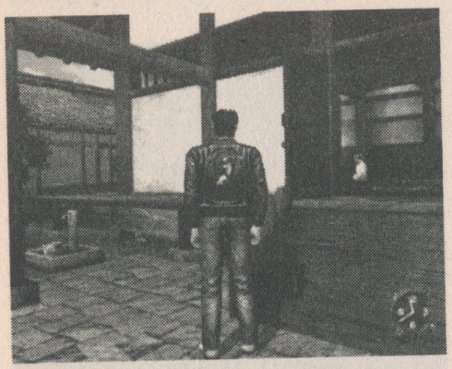
Another good training spot is the You game center. As well as Space Harrier and Hang-On there are QTE games where you can hone you quick-time skills. The games are 100 Yen a try



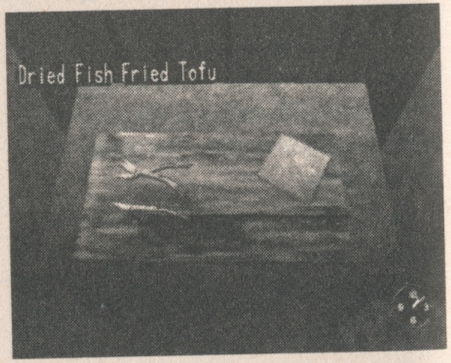
THE INVESTIGATION BEGINS



After speaking to Ine wander around the house and note the location of your bedroom and the phone. Read your father's note in the study and remember this room for later in the game



The front door is just near the telephone. Go through it and turn left past the pond and the washing line. The building at the far end of the grounds is the dojo. Go in and talk to Fukuhara



Leave the grounds and head towards town. Megumi wants your help looking after the cat. If you feed the cat the dried fish from the altar, the little girl will give you a clue about Yamagishi

Go to Sakuragaoka and explore. An old lady will ask for your help finding an address. Use the "look" function to read the house names on the gates and you'll soon find it. Go to the park

There are signposts in every location in the game. Use them often until you learn your surroundings. The old lady is sitting on the swings in the park towards the back of town. Go see her

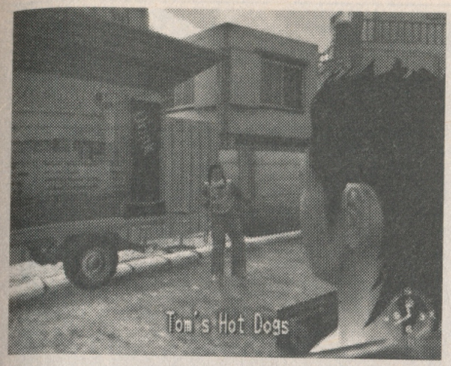
Yamagishi's house is on a bend in the main path through Sakuragaoka. Look for a tall blue fence. The old man is around the right side of the house so don't bother knocking at the main door

LOOKING FOR THE BLACK CAR

Go to the Dobuita shopping area and find a roadside map. The Funny Bear Burger stall isn't on the map but it's close to Aida's Flowers which is. Speak to the man at the stand

The burger guy tells you that Nozomi may have seen something. She's the girl in the white sweater outside the flower stall and an important character. Cross the street and talk to her

Listen to Nozomi's clues and then talk to her grandma at the back of the store. Nozomi tells you to look for Tom as he knows more about the black car. Go find Tom's Hotdog Stand



Tom is another important guy so remember his location for later. You can't miss him as he's always dancing next to his stand. He tells you that the men in the car were speaking Chinese

Just across from Tom's stand is the Global travel agency. Go in and ask about Chinese people. The man suggests you speak to the Chinese people living in the shopping district

Go to the Aji-ichi Chinese restaurant towards the North of town and speak to the chefs. They tell you about the Three Blades and this important information will be added to your journal

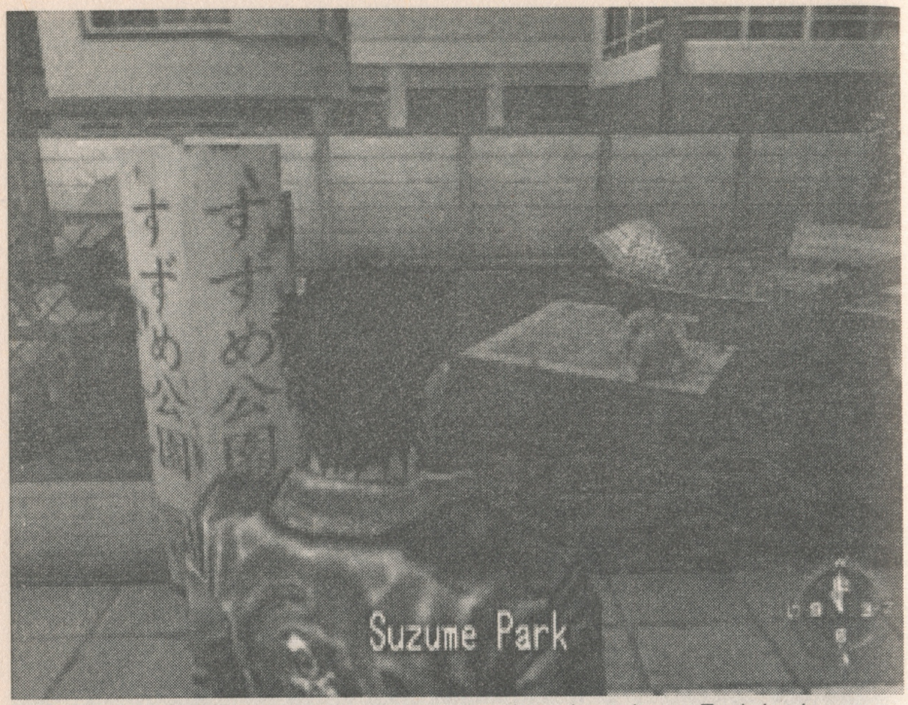
CHASING UP THE THREE BLADES

Check a map and head for the Manpukuken barbers. The lady there tells you to go look for two guys called Yong-san and Wu-san, who are members of the Three Blades and will help you

If you have no luck in town looking for Yong and Wu then go back and talk to lady at the Manpukuken again. She'll tell you they hang out in bars a lot so check the map once more for bars

Visit the Yokosuka bar and talk to the barman. Yong-san and Wu-san will then talk to you. They don't know much about your father's death but keep talking to them until the journal icon appears

Head for the Liu Barber and Hair salon (near Funny Bear Burger) and speak to the guy there who read of the incident in the paper. The man says his dad, Liu, might be able to tell you more

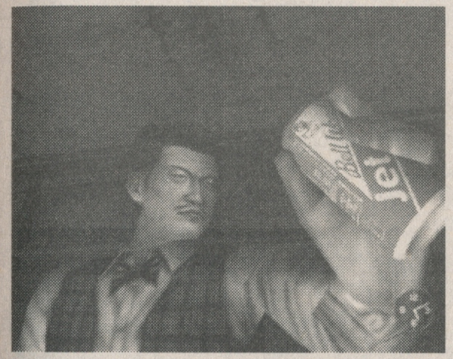


To find Suzume Park turn right from Aida's and go down the path past Tom's hotdogs to the arcade. Take a right at the park is on your right. Old man Liu is sitting on a bench

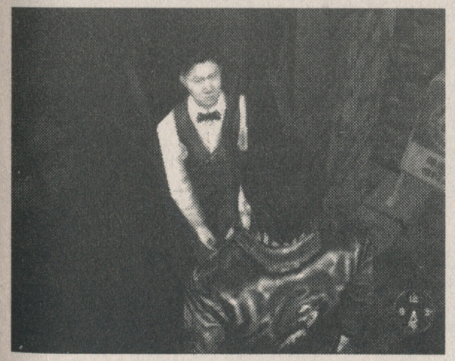
Liu will give you an insight into dodgy dealings with the Chinese Mafia and its possible link to your father's death. He then tells you to go look for some sailors who can help you

LOOKING FOR THE SAILORS

Ask around in town about the sailors and someone will eventually tell you that as well as liking a brawl or two, the sailors also like to knock back the drink. Check out the bars

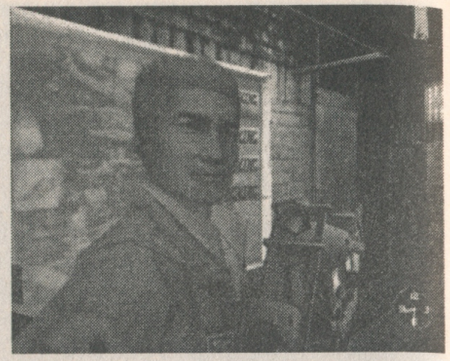


Go back to Yokosuka Bar and talk to the barman again. He'll tell you where to look for the sailors - at MJQ or Heartbeats. MJQ is just next door so start your search there. Doors open at 19:00



According to the staff, the sailors don't normally show up until around 21:00 so you can choose to either wait or go check out Heartbeats where they're likely to be. Go find Heartbeats

Find the back alley across from Knocking, the bike shop, and take the steps down to locate Heartbeats. After a little teasing from the guests the bartender tells you to talk to bad-ass Charlie

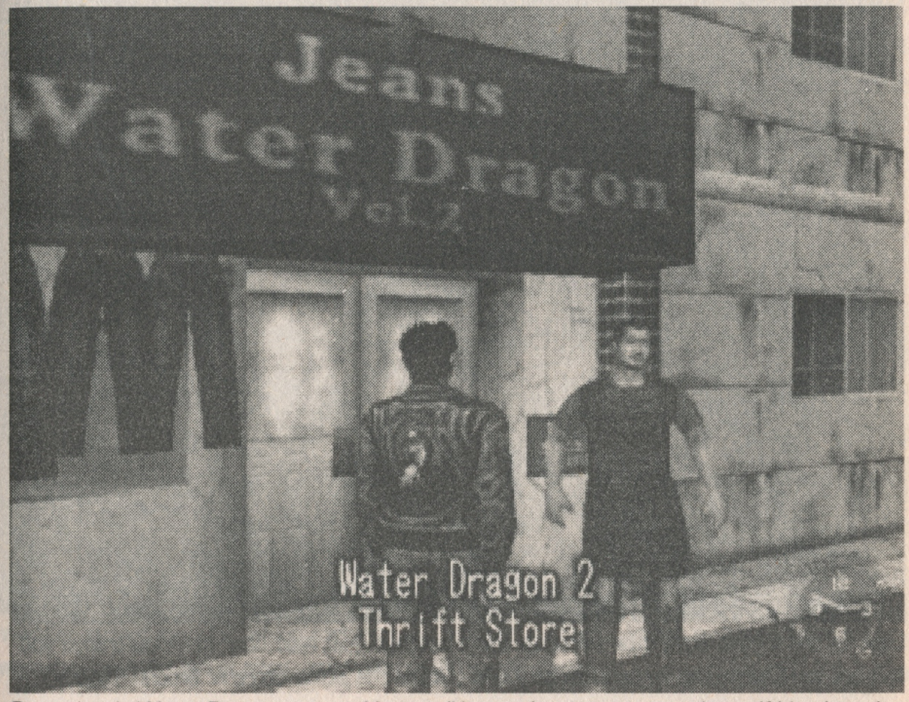


Go look for the store with all the motorbikes outside and speak to the guy there about Charlie. He'll tell you to check with the clerk at the jacket store in the South of town

To find the jacket store you need to talk to the woman at the fruit shop near Aida's flowers. Wait for her husband to finish his shift first though or you won't get the info you need

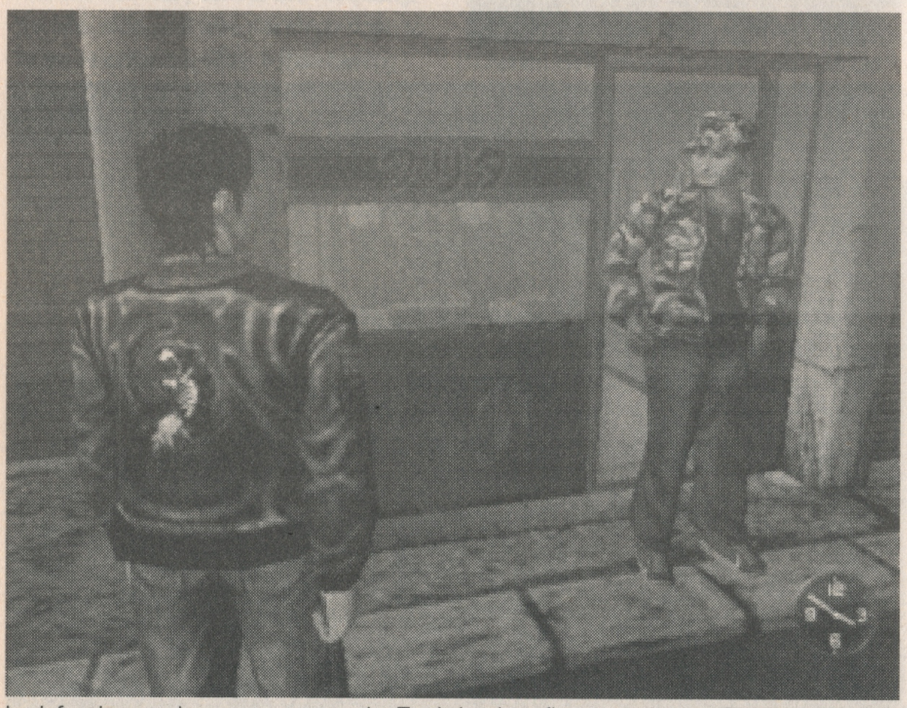
WHERE IS CHARLIE?

Go to Funny Bear Burger and ask about Nagai Industires as the fruit shop lady told you to. The guy won't be all that helpful but keep pressing him until he has nothing more to say



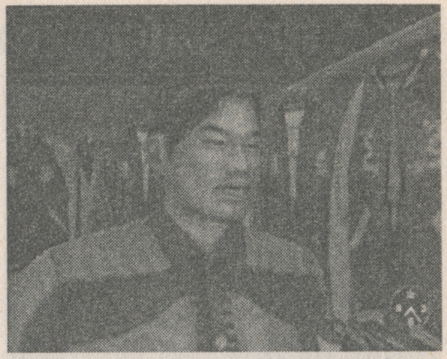
Go to Jean's Water Dragon next and keep talking to the nervous man there. If his sister is out front you'll have to wait for her to go inside before he'll tell you about Nagai Industries

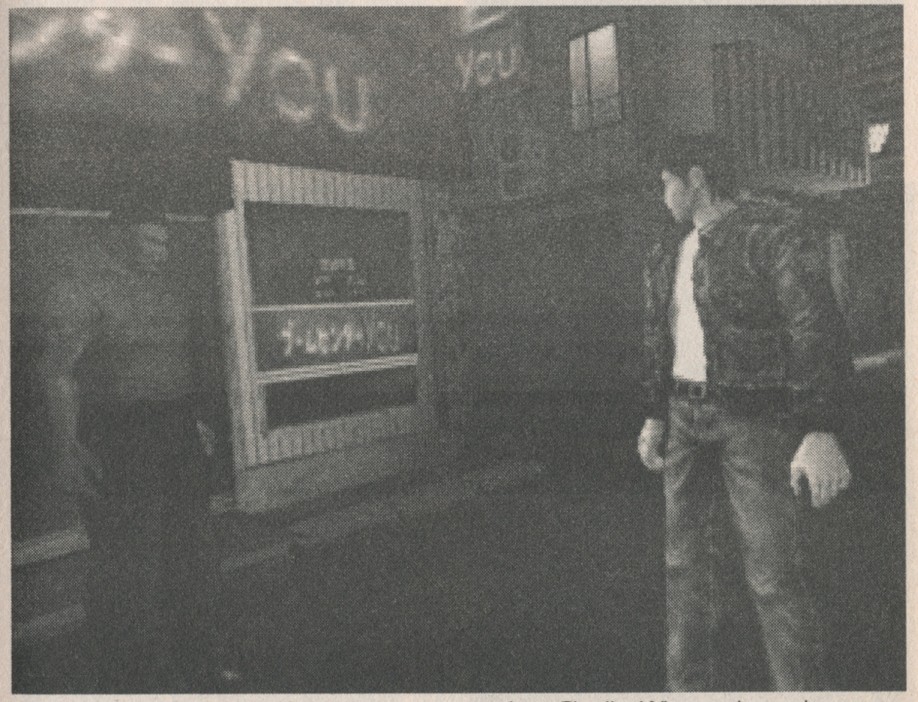
Go to the Nagai Industries and speak to the man in purple. He tells you that Charlie is often seen at night. Speak to the man in brown and he'll tell you that he hangs out near a military shop



Look for the man in army gear opposite Tom's hotdogs (just next door to Global travel) and he'll tell you Charlie can sometimes be found outside the jacket store at around 19:00

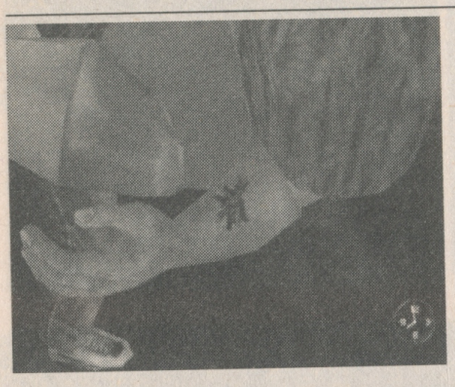
Make your way to the jacket shop (it's got coats and jackets hanging up). Speak to the man and he'll tell you Charlie was there but he's gone now. You'll have to track him down another way



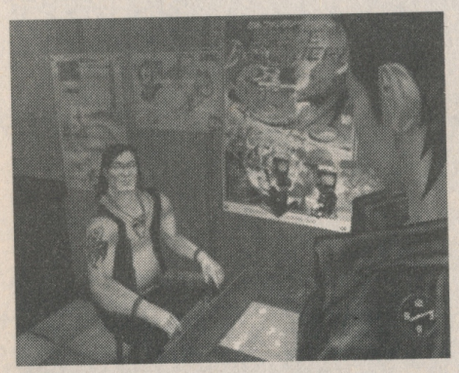


Wander around for a bit asking everyone you see about Charlie. When you've spoken to everyone near the jacket shop, head over to the game center

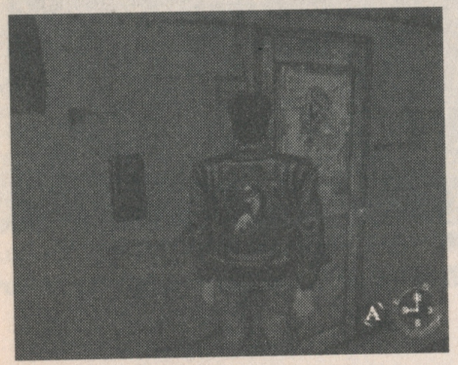
THE TATTOO PARLOUR



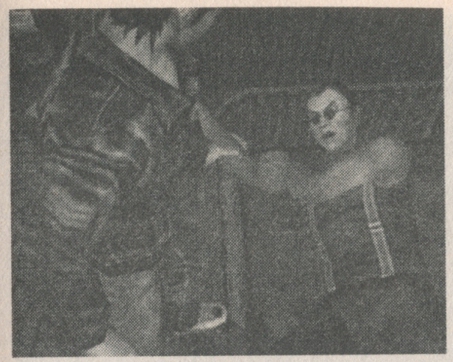
On the way, a bunch of guys should decide to attack you. Once beaten, you should talk to them until the guy with the tattoo gives you a clue about the tattoo parlour in town



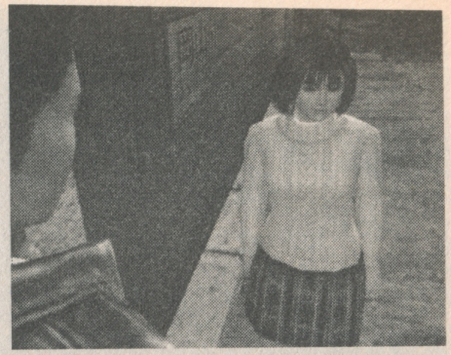
Keep heading towards the game center. Once inside, the heavily tattooed guys inside have vital info for you. Agree to join their gang and they'll tell you where to get a tattoo in town



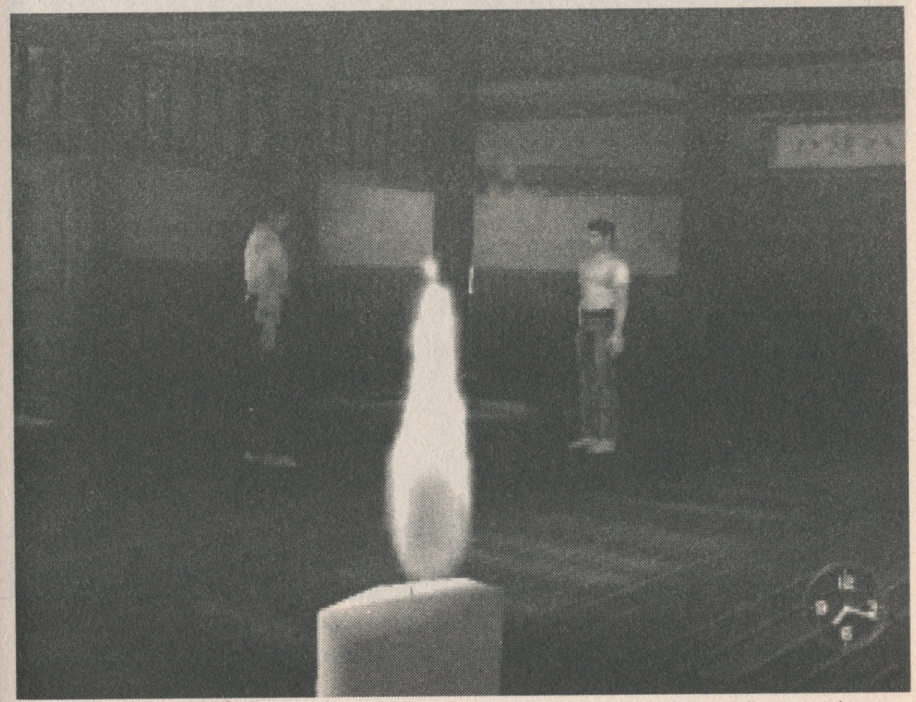
The tattoo parlour is at Okayama Heights and is open from 14:00 to midnight. Talk to the tattooist guy until he tells you to come back tomorrow. Head home to rest



Go back to the tattoo parlour after 14:00 and wake Charlie up. After a minor ruck, you'll arrange a meeting for 15:00 the next day at the arcade to discuss matters further

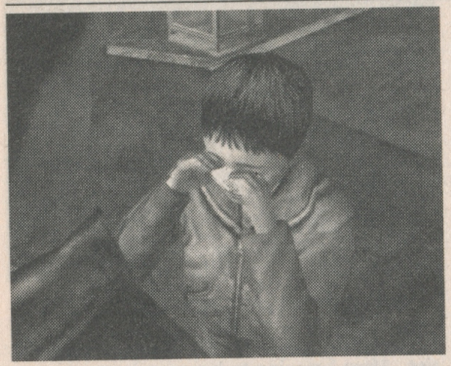


As you leave Okayama Heights on your way home you bump into Nozomi for a bit more plot. After listening to her worries go home, chatting to people on the way for any new information

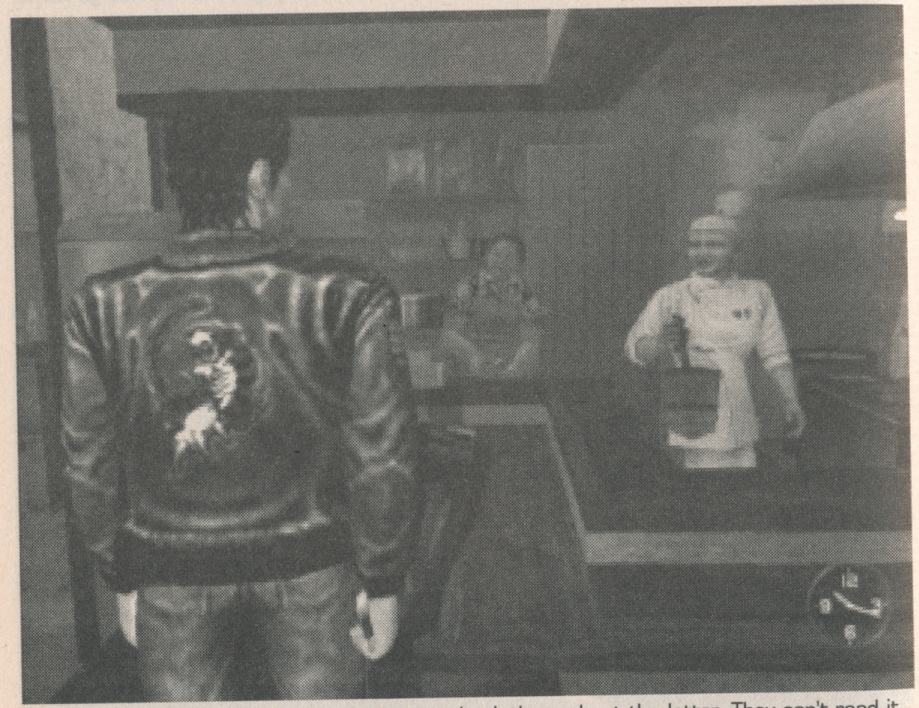


Once home, talk to Fukuhara and do some training with him. Ine will then give you a letter written in Chinese. Sleep for the night and prepare for a big day tomorrow

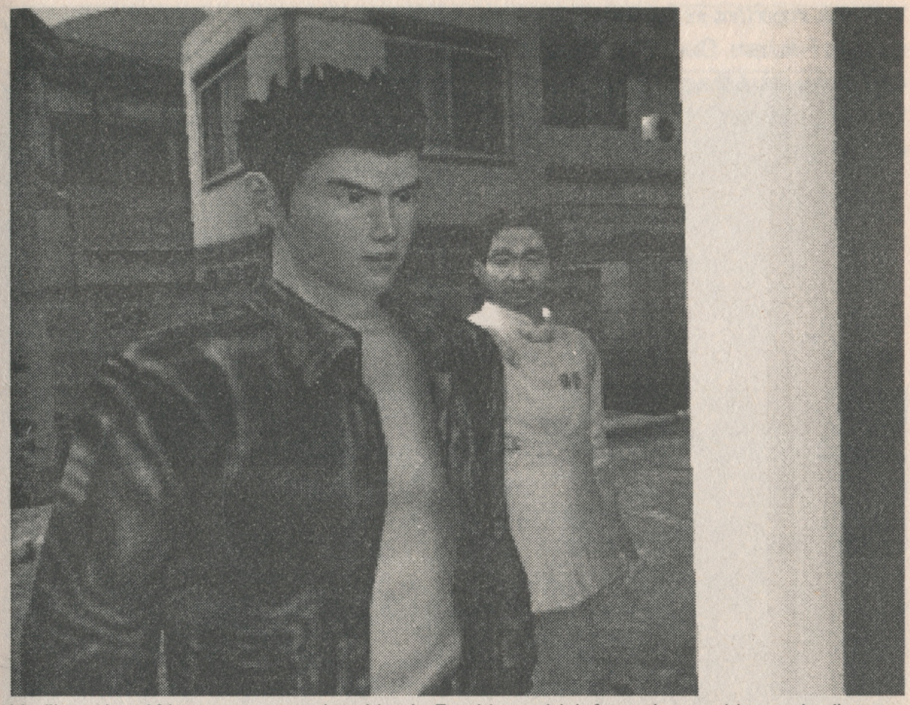
TRANSLATING THE LETTER



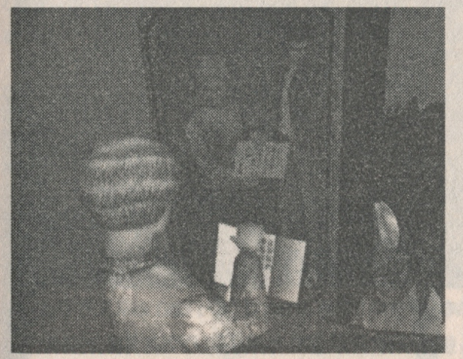
While you wait to hook up with Charlie later on, there's plenty of time to start investigating the letter. As you explore town you'll bump into a Chinese kid. Make sure you help him



Head towards Aji-ichi Chinese restaurant and ask them about the letter. They can't read it but tell you that co-worker Wang-san probably can. Talk some more then head towards the town center

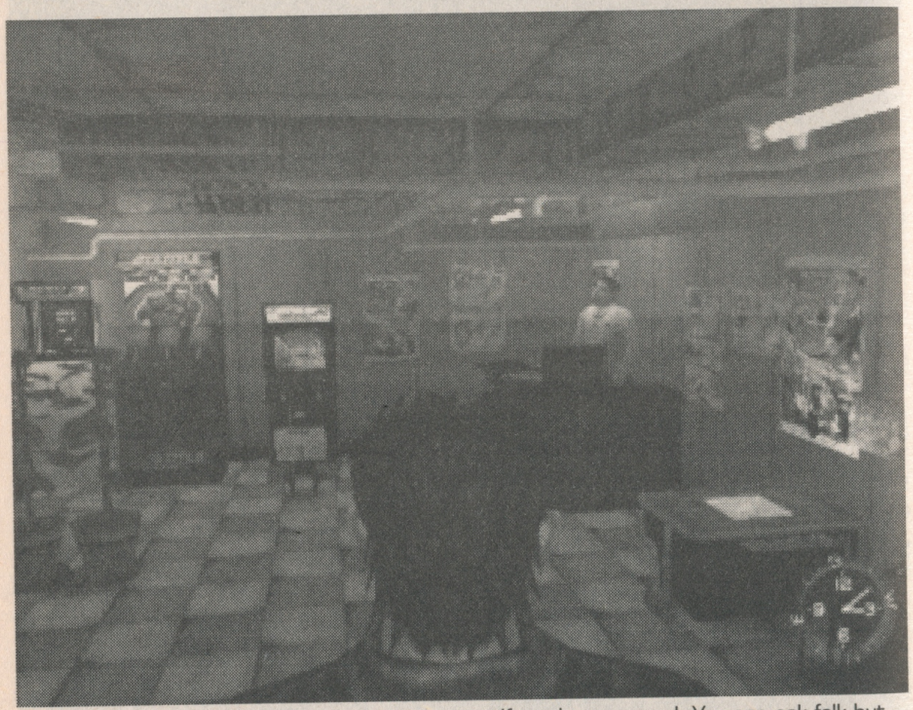


You'll run into Wang-san as you head back. Buy him a drink from the machine and talk to him about the letter. He suggests you speak to Xia-san at the Russiya china shop



Russiya china is just along from Jean's Water Dragon. Go in and speak to Xia-san who tells you that a mirror is needed to read the letter. She'll also explain the phone number on the back

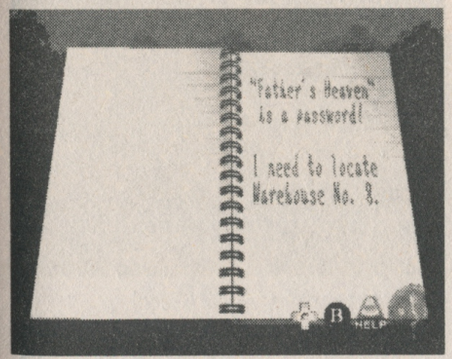
With this important info go back home and speak to Fukuhara. Dial the number but don't worry about the password for now. Save your progress then go to meet Charlie at the arcade



Charlie doesn't show up at the game center even if you hang around. You can ask folk but no-one can really help you. After this let-down go home and get ready to crack the phone riddle

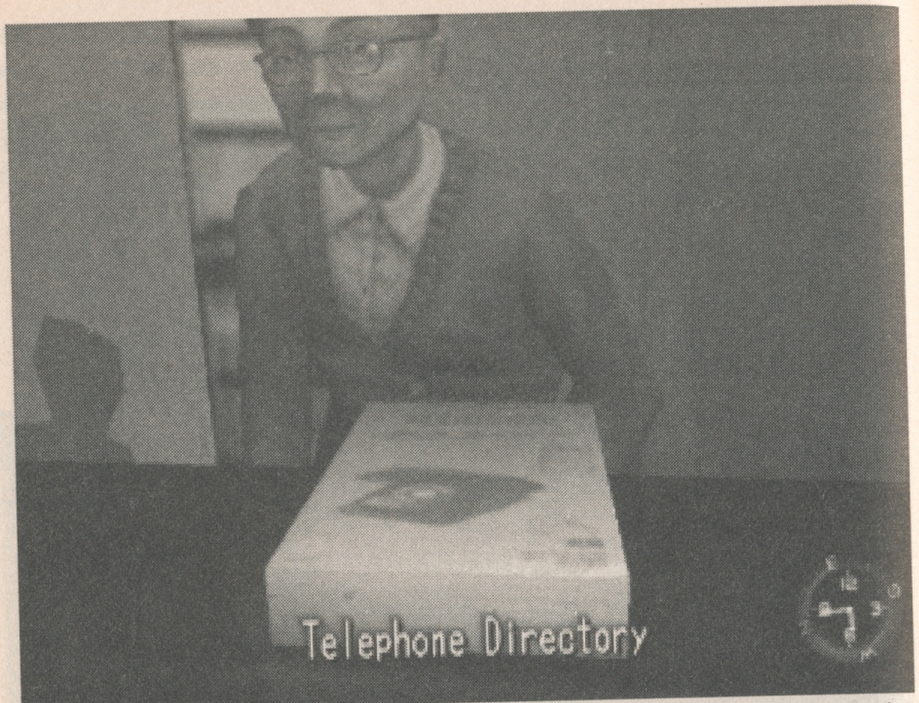
THE PHONE NUMBER

Go to the phone and dial the number on the back of the letter. You'll be given a choice of answers. If you check your journal for the clues you should be able to solve this puzzle

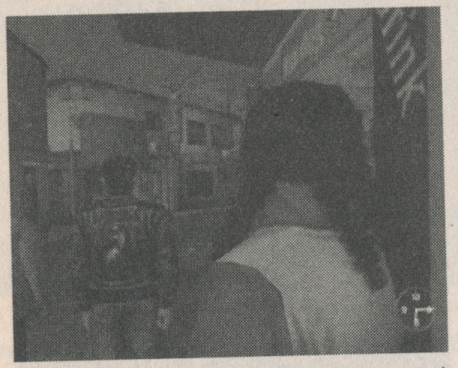


When the guy on the phone says "father's heaven" choose the "nine dragons" option. When he says "mother's earth" say "comrades". He'll hang up when pressed for more info

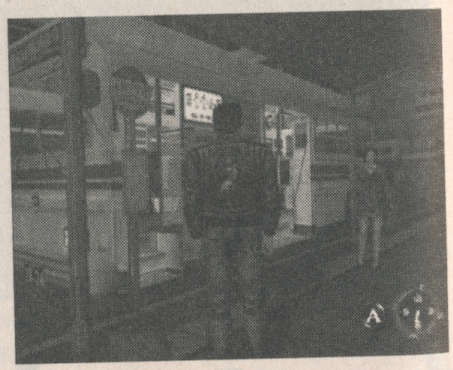
Make your way over to Hirata's tobacco store on the edge of town, talking to folk on the way. Speak to the lady in the shop and she'll let you look at her phone book to find out more



There's a phonebook on her stand and if you search it you'll get a clue about the area code of the phone number on the back of the letter, and a place called Amihama



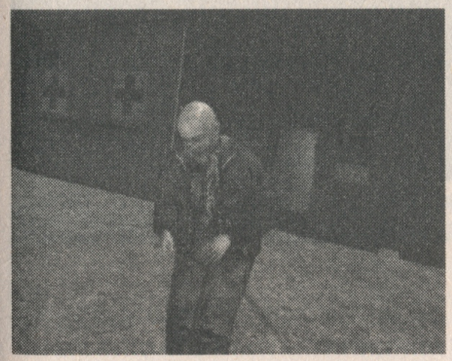
Go and see the ever-useful Tom at his stand and he'll tell you Amihama is the harbour area and that you need to take the bus to get there. It seems warehouse 8 is at the harbour



Tie up any loose ends - like feeding Megumi's little cat - and head over to the bus station near Hirata's tobacco. Get on the bus that pulls up and you'll be whisked off to the harbour and disc 2

THE HARBOUR

After smacking up the muggers you meet as you get off the bus and rescuing the kid, question Goro about the whereabouts of Warehouse 8. Goro's another key character so take heed

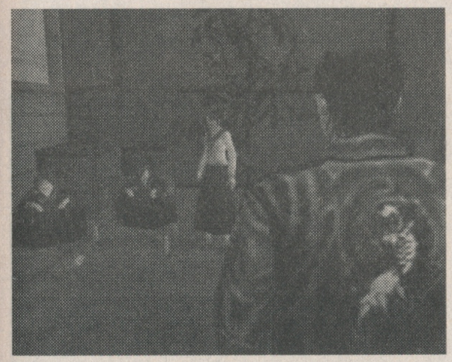


As you explore the harbour area further you'll see an old man getting thrown out of one of the buildings. Buy him a coffee from the vending machine and he'll help you later

Once you've located warehouse 8 you need to go round the back of it to the open window. Push the crate and climb up, then listen to the conversation. It seems you're at the wrong stockroom!

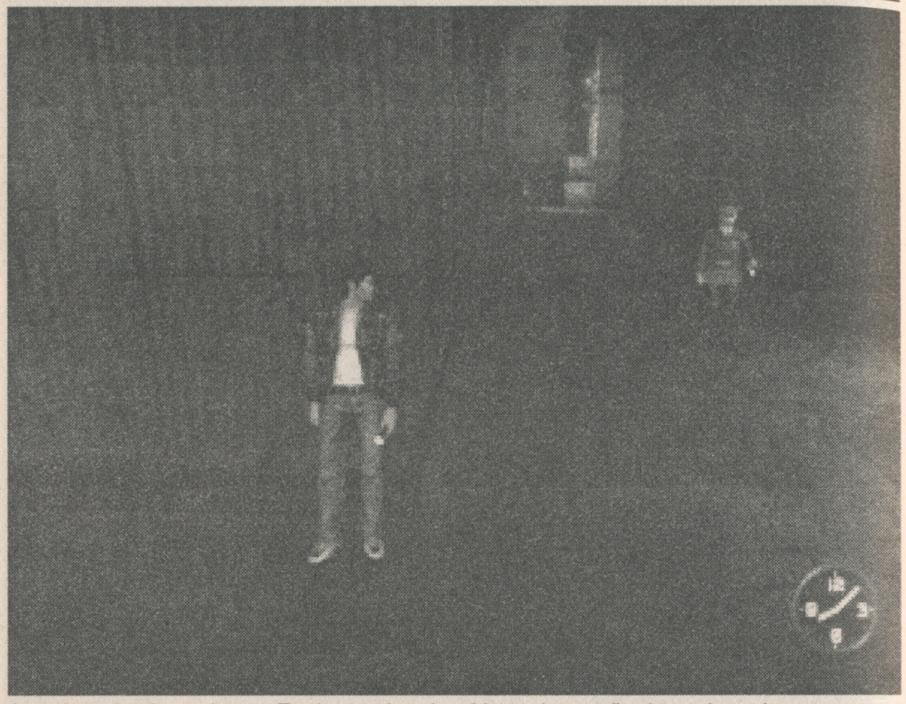
Ask around and the guards will eventually tell you that the old warehouse district is to the Northwest of the harbour. It's close to where Tom parks his van when visiting this area

Head towards Hisake's Hoku-Hoku lunch stand. Watch the scene and listen to what Hisake says about the pony-tailed girl called Mai, then accept the challenge offered



Mai is at the rear of warehouse 17. Sort out the problem then return to Hisaka's stand. You'll then get a scene that lets you earwig the guards talking about the lax security at night

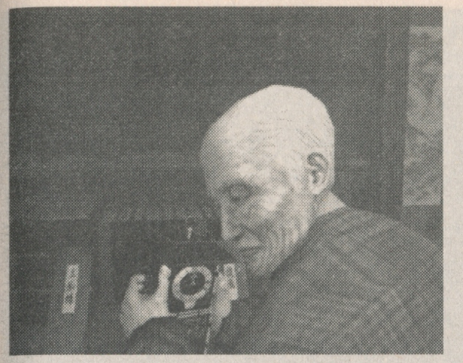
THE OLD WAREHOUSE DISTRICT



At night, take the path near Tom's stand to the old warehouse district and sneak your way around until you reach the building with a big "8" painted on it. The tramp will give you a map

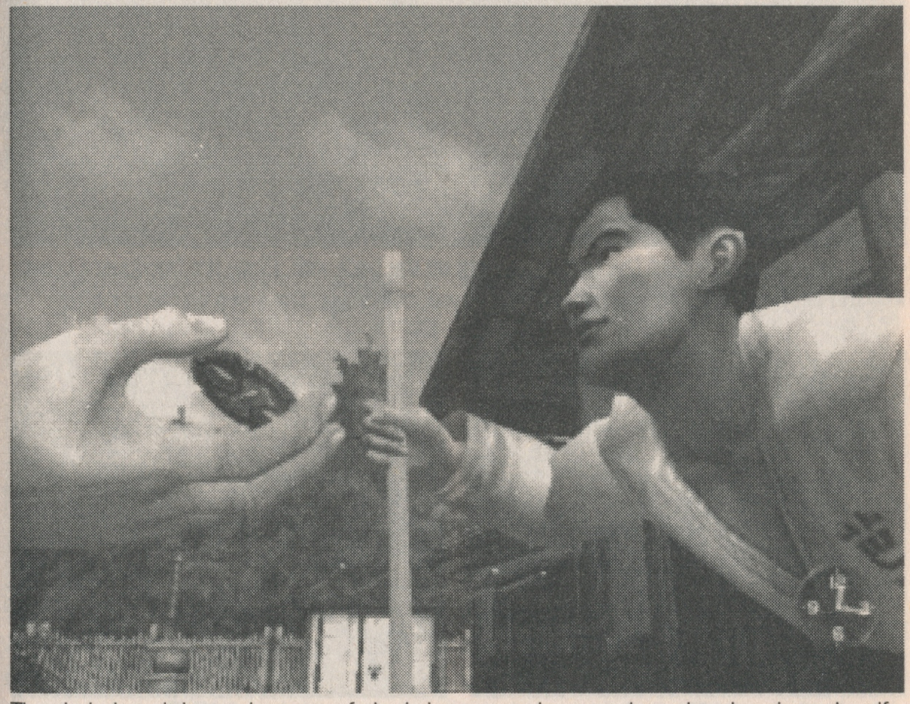
Once inside, look around you examining everything until you find a china plate. Ryo will drop this suddenly and you'll get an important scene with lots of information. Pay attention!

The next day, speak to Ine, then Fukuhara who'll tell you he's been keeping Ine secretly informed of your exploits. Finally you'll hear how your father left something at the antique shop



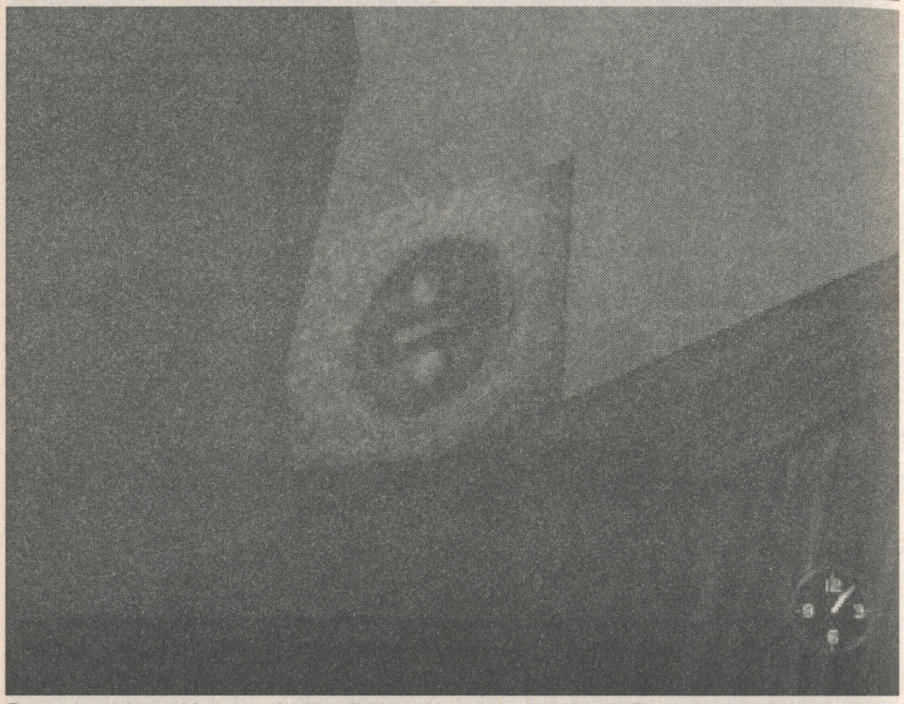
Leave the house and trek over to the shopping area. It's getting Christmasy in town and if you find the fat Santa, he'll tell you where to find the antique shop

The antiques shop is two doors along from the Tomato Mart. Go in and talk to the shopkeeper who'll give you a Hazuki heirloom - the sword handguard



The clerk doesn't know about your father's item so go home and speak to Ine about the gift from the antique shop. She'll explain about the Hazuki family crest, which is a big clue

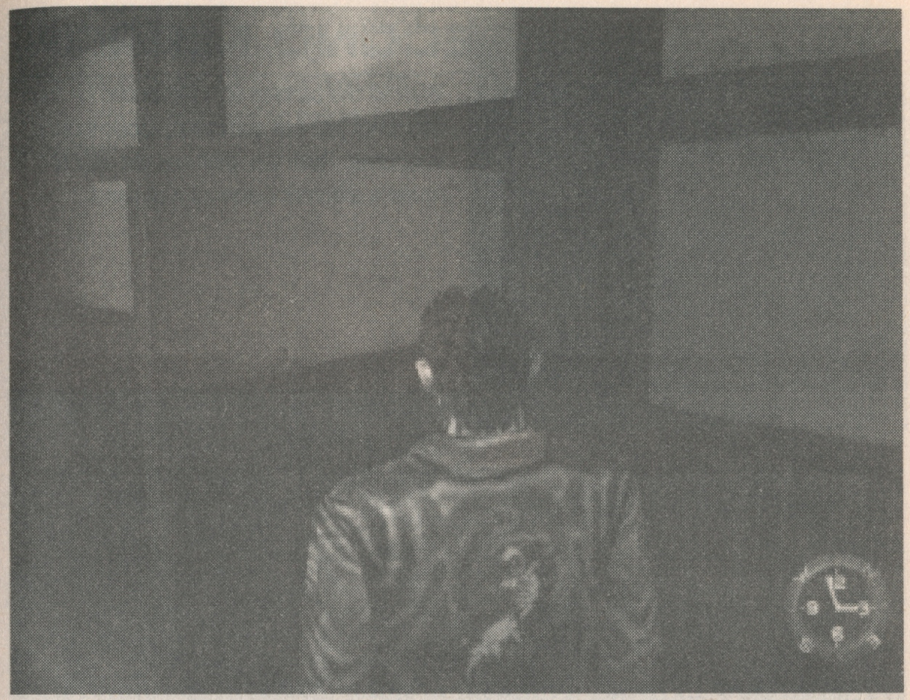
THE SECRET ROOM



Go to the dojo and inspect the scrolls hanging on the back wall. Place the handguard crest into the left-hand hole. There's another slot if you look behind the scroll on the right

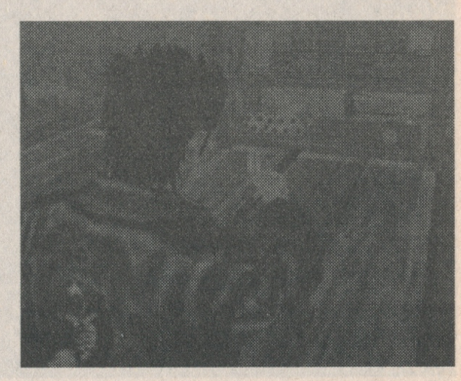
Go to the study where you found your father's note earlier and open the drawer. Take out the rusty old case and you'll find a key. Take it and boogie on back round to the dojo

Below and to the right of the scrolls is a long wooden box. Use the key here and take out the sword. Inspect the right-hand scroll and place the sword into the slot in the wall



Hey presto! A secret passage opens. You can go down the ladder to the basement but it's too dark to see down there. Leave the Hazuki grounds and go to the Tomato mart in Dobuita

At the convenience store search the shelves for the flashlight. It's probably a good idea to pick up some SEGA branded batteries too. Grab some candles and matches for good measure



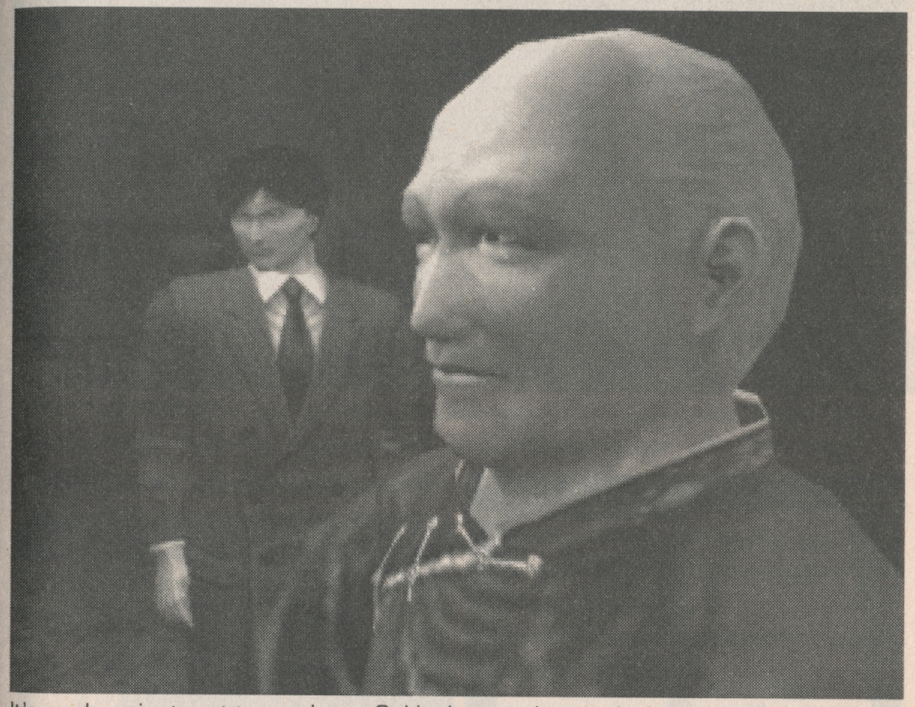
Use the torch in the basement and light all the candles. Inspect everything you possibly can, but especially the Chinese zodiac book and the weird leaf on the floor

FINDING THE SECOND MIRROR

With all the candles lit, look around on the floor until you see some suspicious-looking scratches. Push the shelf out the way to reveal a different coloured wall panel

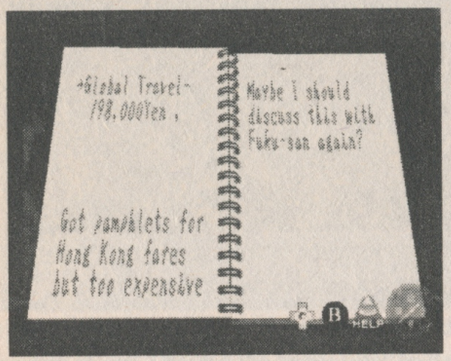
Grab the axe in the opposite corner of the underground room and use it on the discoloured section of wall. Observe the family crest on the box that's been hidden away all this time then open it

With the second mirror in your possession it's time to see Master Chen again. But remember he asked you to call first. Call him up, say the password as before then go to the harbour



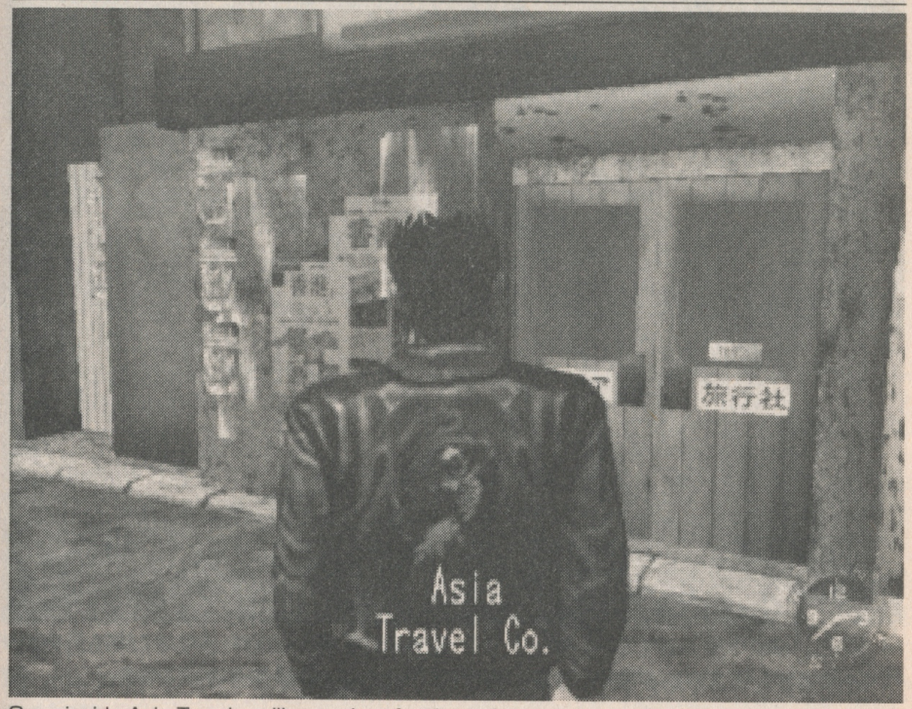
It's much easier to get to warehouse 8 this time, as the guards that caused you trouble before are expecting you. After this crucial plot moment you're forced to sleep

The next morning speak to Fukuhara about cheap flights then go to Dobuita. Your first stop is the Global travel agents. You'll find it across the road from Tom's hotdog van



The townsfolk warned you that Global was expensive and they were right. Ryo will say he should think it over and talk to Fuku-san again, but before you do, visit Asia Travel

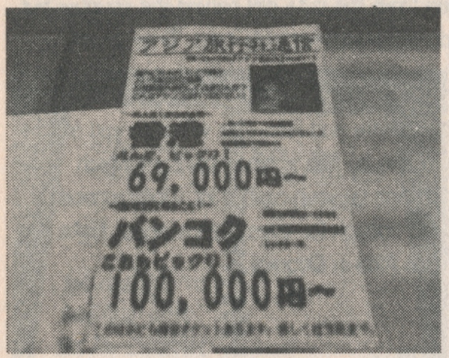
TRAVEL ARRANGEMENTS



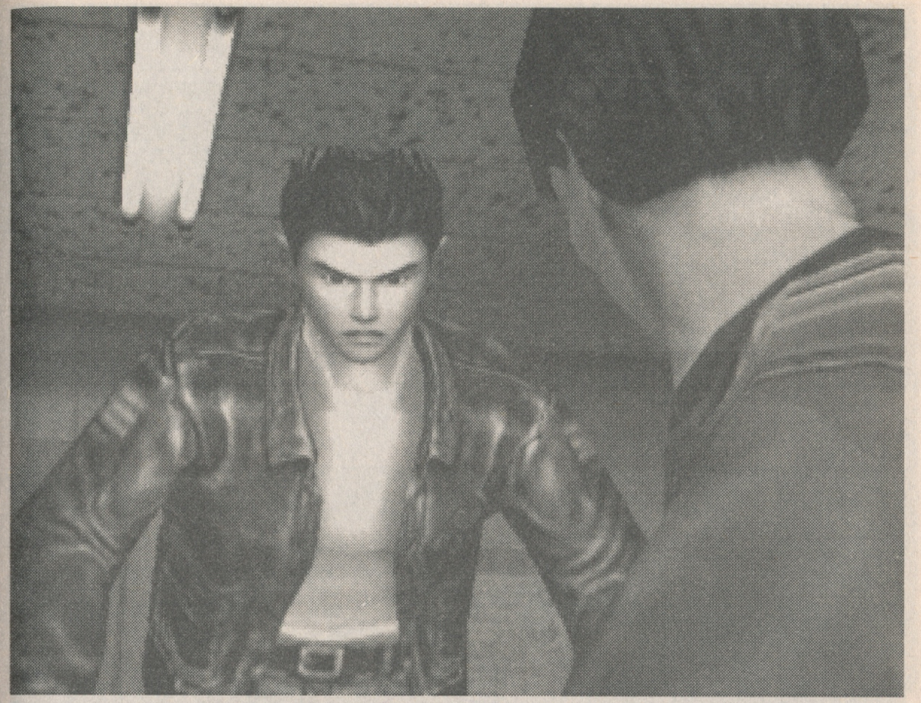
Once inside Asia Travel you'll get a lot of attitude from the cute girl behind the counter but not much help. She'll offer you a pamphlet which you'll automatically take. Time to see Fukuhara

Go home and Fuku-san will offer you all the money he has in his piggy-bank which bumps up your cash a lot. Unfortunately it's not enough for even the cheapest flight. Go see Aida in Dobuita

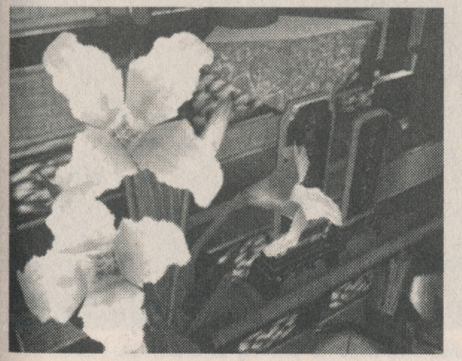
At Aida's, Nozomi tells you about travelling by boat and that it's much cheaper than flying. Brace yourself for more attitude as you head back to Asia Travel to book a ticket



You finally manage to book a ticket for a boat across the sea at Asia travel. The girl tells you to come back later despite paying your money up front. Go see Fukuhara again and thank him



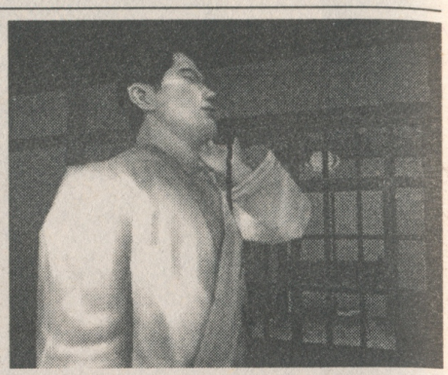
When you return to the travel agents it seems that there's been a "mix up". After putting the smackdown on the clerk and his cronies he'll tell you to come back the next day for your ticket

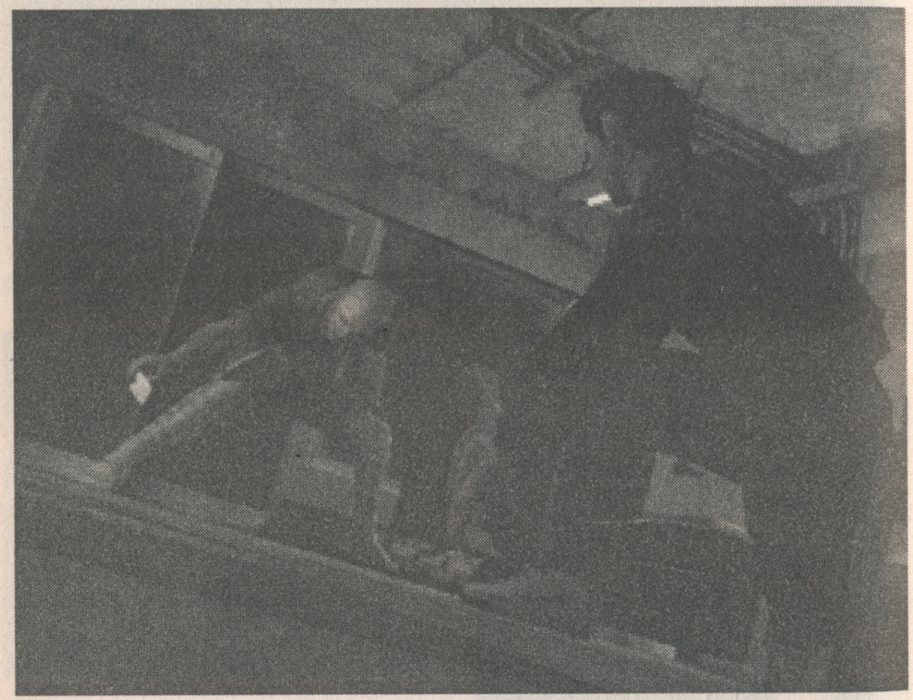


Go home yet again for a nice little scene where Ine tells you how Nozomi dropped off some flowers earlier. They're in the shrine room and were your father's favourite

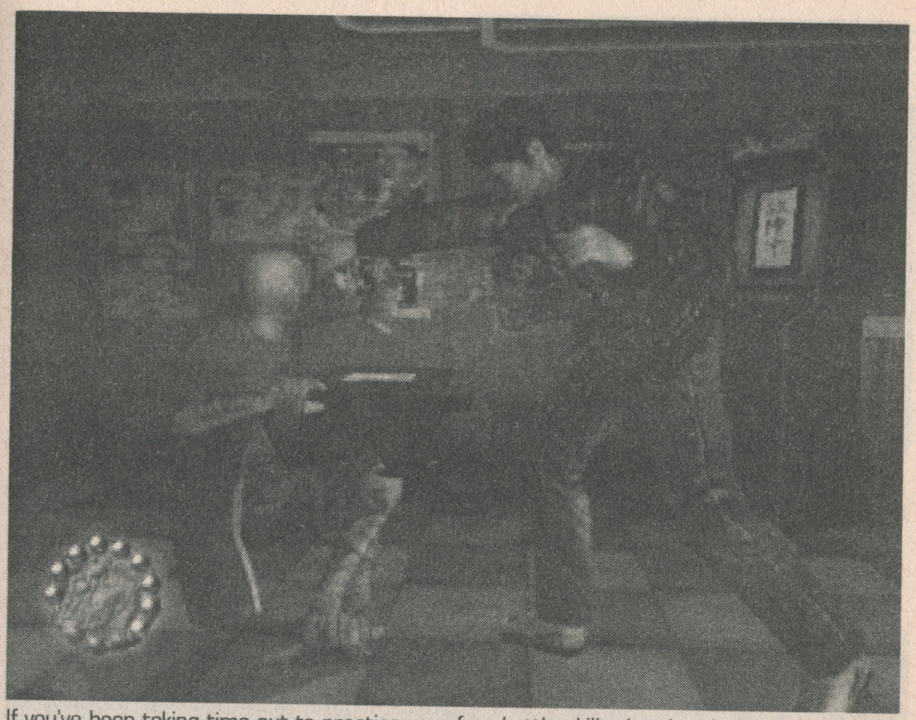
THE FIGHT OF YOUR LIFE

When you wake up the next day you'll get a phone call from Jimmy at Asia Travel. He tells you that he's got your ticket and you should meet him at 12:00 in the arcade

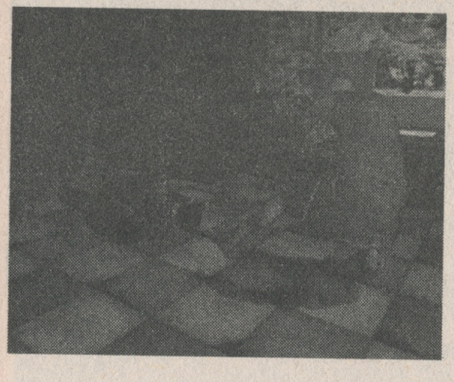




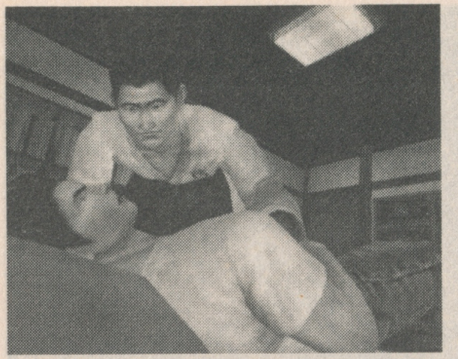
Get your ass over to the game center in Dobuita and wait for Jimmy to show up. Here you'll meet the extraordinarily creepy Chai who really doesn't want you to get your ticket



If you've been taking time out to practice your free battle skills then here's the perfect chance to test your metal. Chai fights like a demon and will do you severe damage



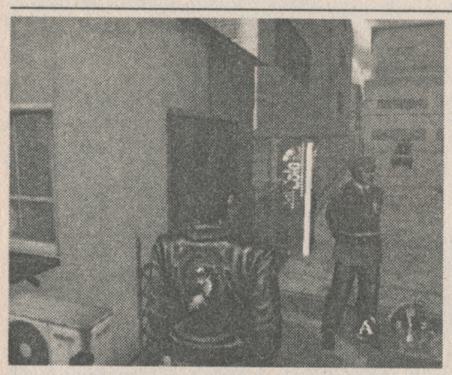
Try to do your best in battle but whether you've trained every day or not, Chai will still kick your butt. It's important to the story so don't feel too bad about being a loser



After you've been trounced among the arcade cabinets, Fuku-san will arrive to your rescue. Pick yourself up off the floor and he'll take you home to rest

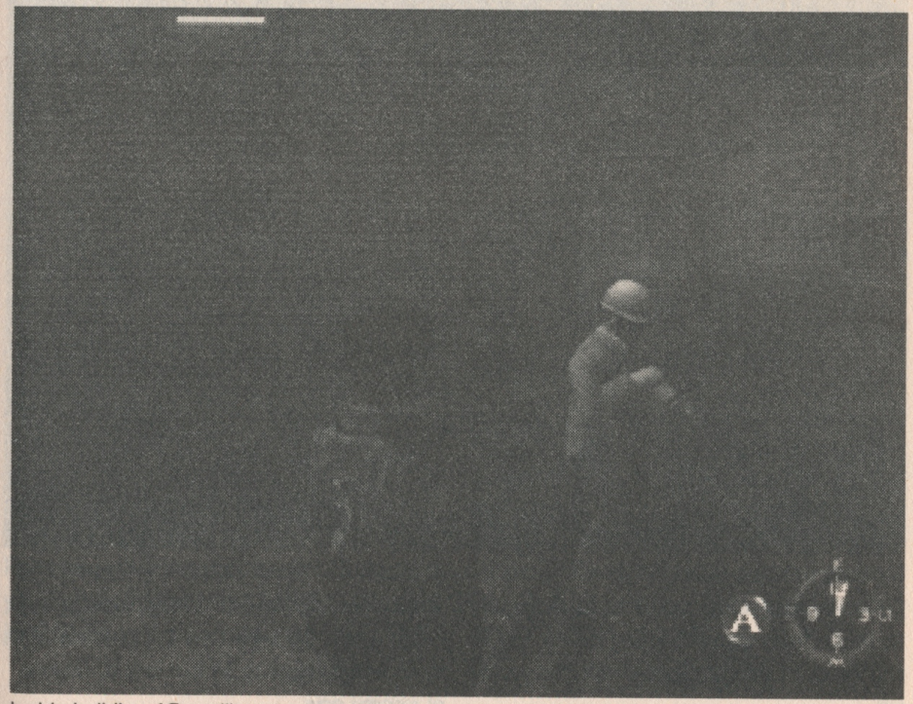
Next day, go back once again to Asia travel. After chasing down the guy there he'll tell you he doesn't have your ticket after all. Hide your anger as best you can and switch to disc 3

GET A JOB



Go to the harbour and speak to the guard near the phone booth just inside the main area. He'll ask you what sort of job you're after and then suggest you go ask at the office

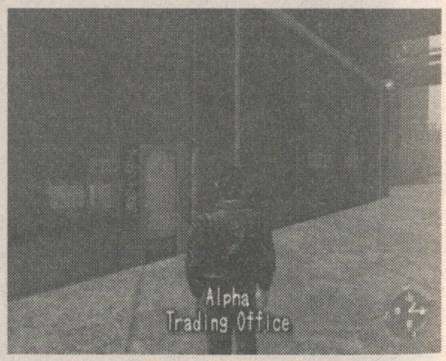
You have to talk to the guy in orange and blue standing just along from the first guard you spoke to. He'll then tell you to check with Kantoka-san. Head towards building 18



Inside building 18 you'll meet a guy who says he's not interested in employing high school kids, and that there was another youngster looking for work here earlier. Leave and find building 12

You should try to arrive at building 12 before 15:00 as Goro is waiting there for you. He tells you to wait outside warehouse 1 at noon tomorrow for a meeting about getting a job

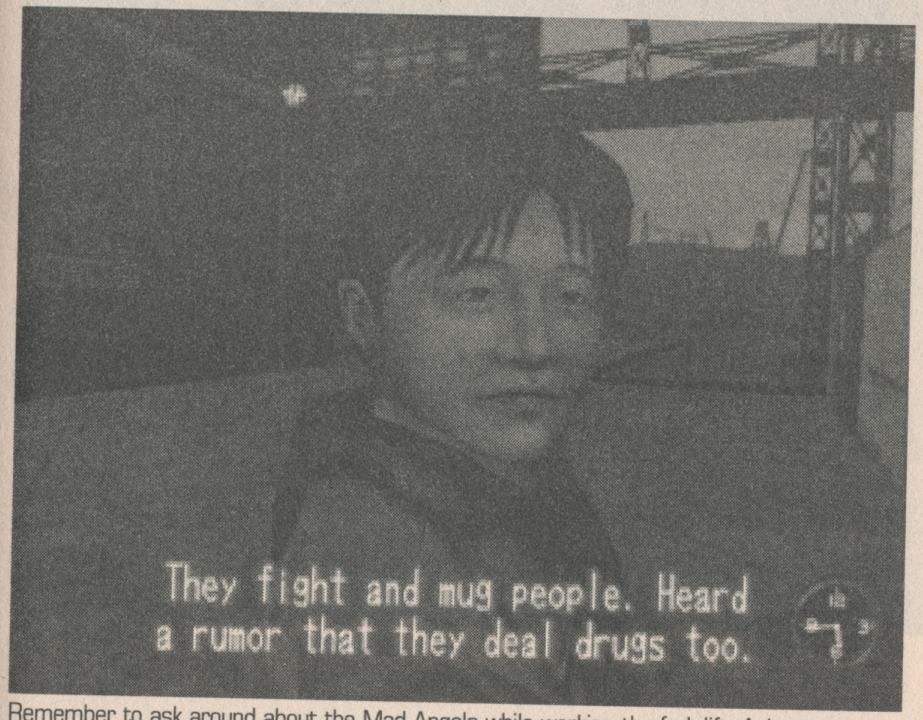
Next day wait you should meet with Goro as planned. Mai is there too. They'll tell you to go to the main company office before 14:00 and speak to the guy there who'll give you a job



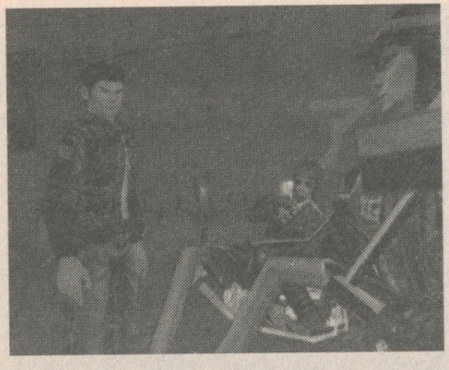
Once you find the office you'll get a scene where Mark shows you how to work the forklift truck. It's fairly easy but practice as much as you need to as this is your source of income now

THE MAD ANGELS

During the working day you'll have to shunt the boxes around where you're told to. Move more than requested and you'll earn more bucks so knuckle down and get the job done well



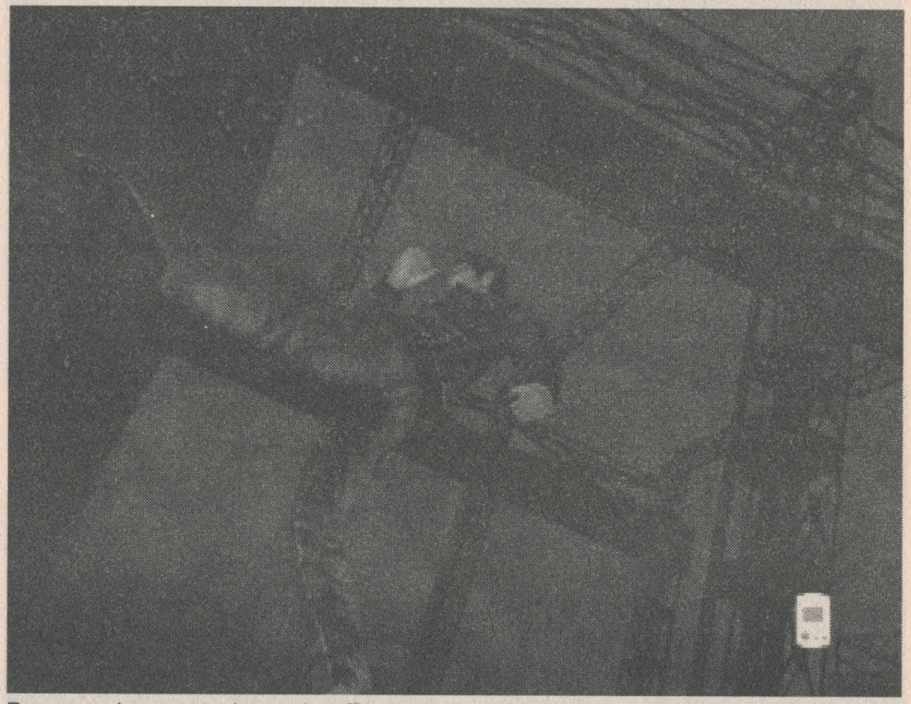
Remember to ask around about the Mad Angels while working the fork lift. Ask everyone you can, including Tom when he's in the area. You'll record all the important stuff in your journal



After work, make sure you're around the office again for 19:30. Take part in the exciting - but hazardous - chicken race then bed down for the evening at the Hazuki residence

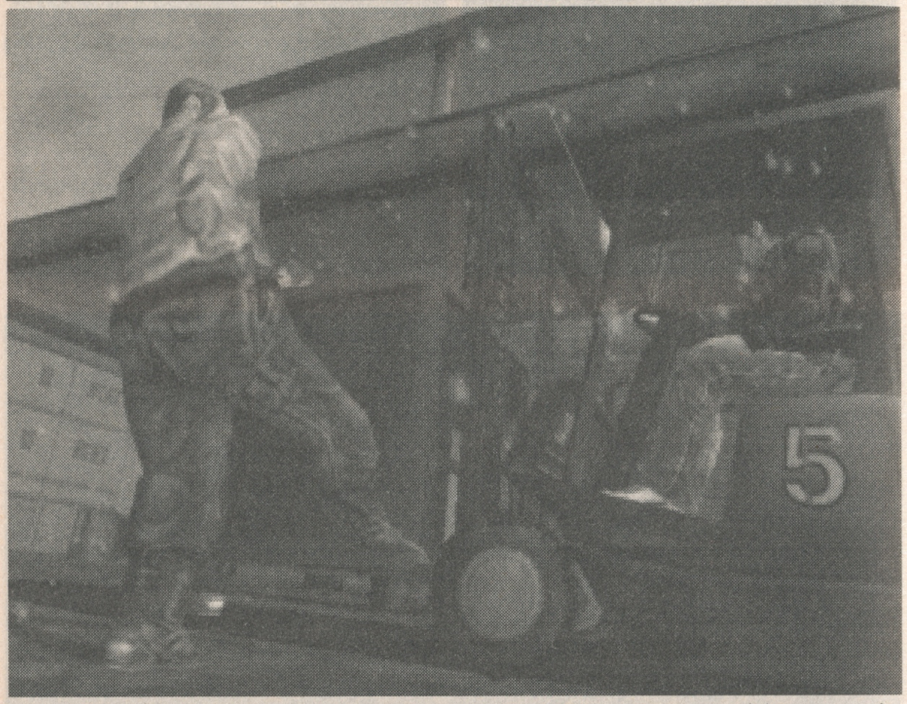
Go to work the next day and fulfill your duties until lunch where you'll get another important scene with Mark. You'll have a fight scene then it's back to work

Look for Goro again when you're shift is over. He can normally be found outside the company office. The more you talk to him the more nervous he gets but keep pressing him



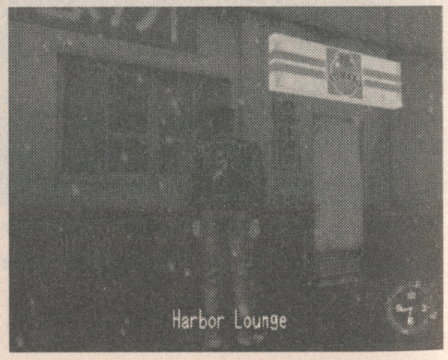
Be sure to hang around near the office as you'll eventually get another important scene to watch. Head over to the Tomato store to see yet another cool scene

FIGHTS GALORE!

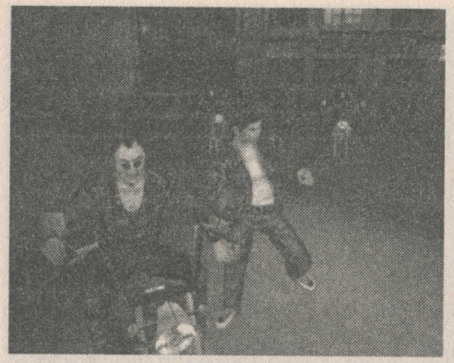


In the middle of the next day's shift you'll get attacked. Make sure you smack 'em up good as they'll reveal the whereabouts of the Mad Angels when beaten. Carry on working for now

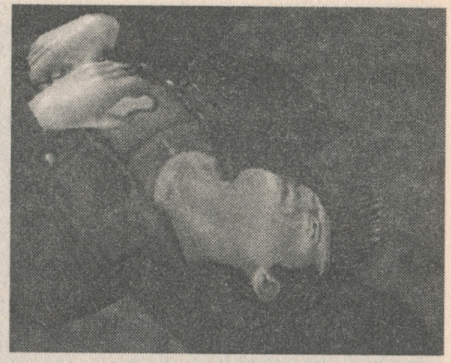
After work head over to warehouse 17 to see Mark getting beaten up. After another fight you get another scene with loads more juicy plot. Go home and rest after a long hard day



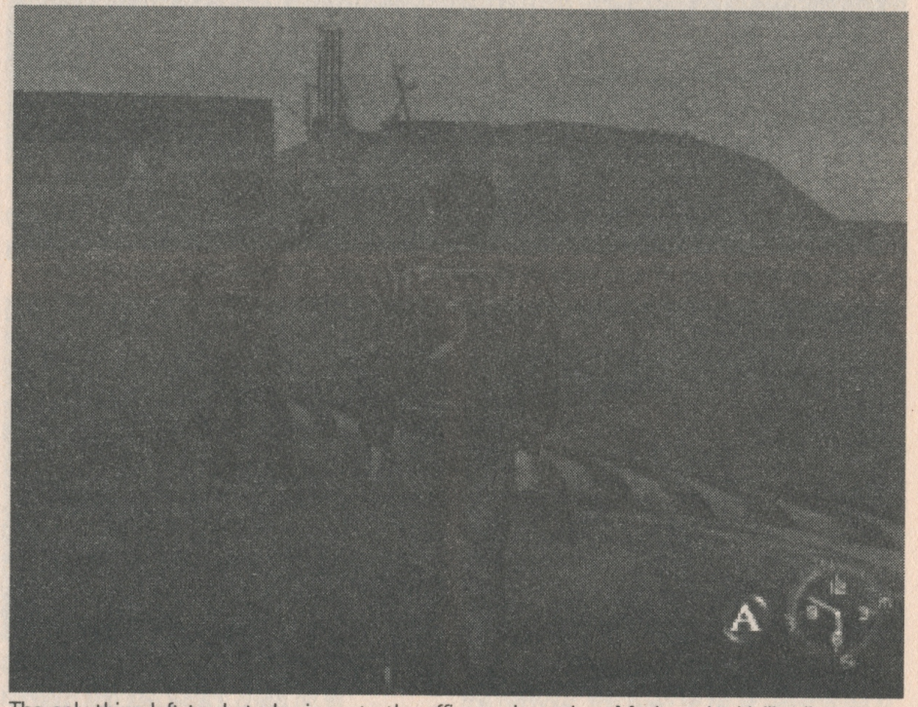
Go to work as usual. At the end of the day go find Goro near the office and he'll tell you that suspicious bikers hang out in the harbour at night. Loiter around outside the Tomato mart



Later on (around 19:00) you'll run into the gang of bikers just outside the shop. There's still lots more to investigate, but for the meantime head back home



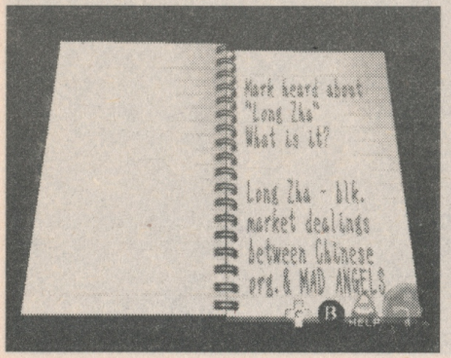
Next day at work you'll find Goro badly beaten. Smack up his attackers then after work, go see Mark who'll give you more clues about the Mafia and the Mad Angels



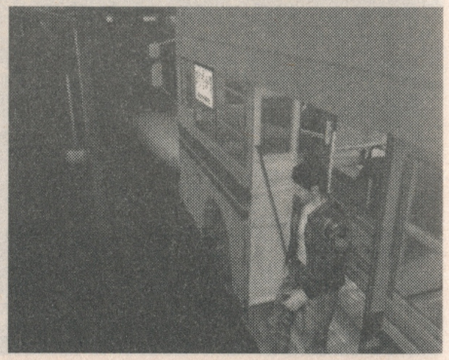
The only thing left to do today is go to the office and speak to Mark again. He'll tell you his big news and give you more clues to scribble in your journal. Go home and rest

NOZOMI IN TROUBLE

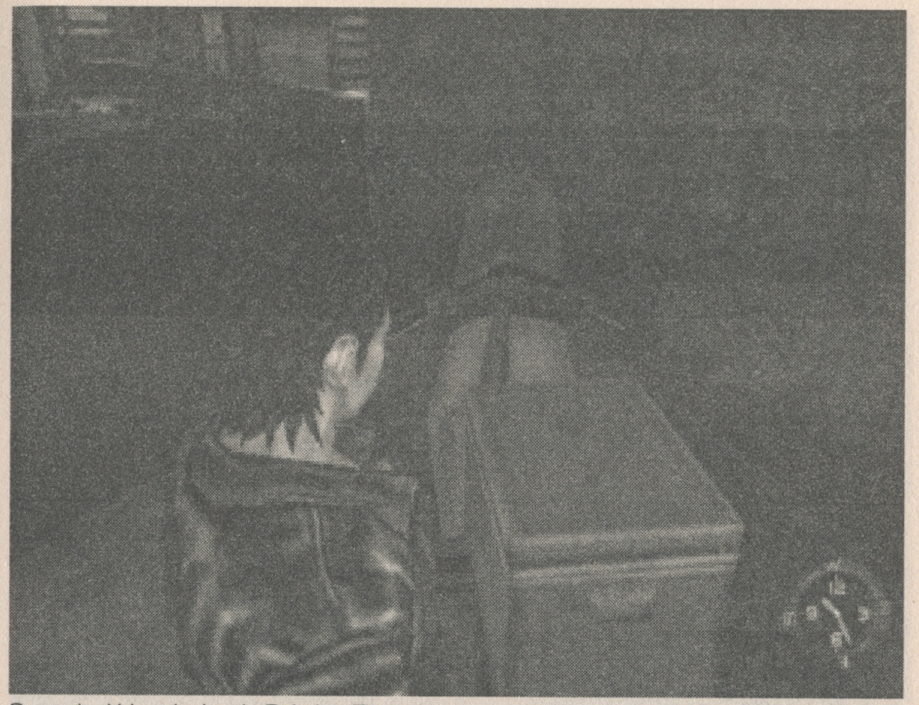
After an uneventful day at work drop by to pick up your pay. The boss says that someone dropped by earlier with a message for you. Time to pay Chen a visit?



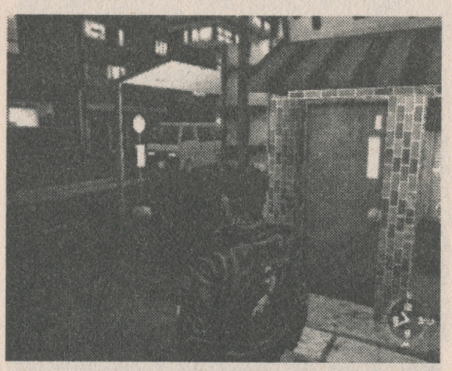
You'll get lots more revelations at Chen's about black market dealings and dodgy goings on but no-one can help you suss out the mysterious meeting place you need to discover



Go home to bed. You'll get a phone call in the night telling you to come to warehouse 17. Nozomi is there and in trouble. The big problem is that the buses aren't running.



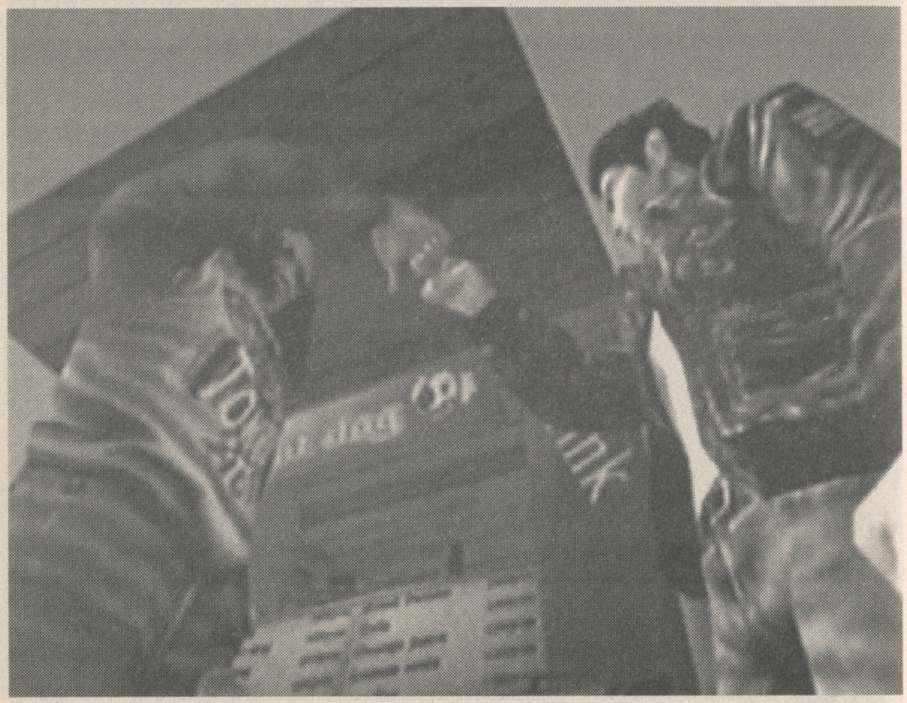
Go to the Yokosuka bar in Dobuita. The lady suggests you get yourself a motorbike. Go to the bike shop (with the green door), then go to Sakuragaoka. Knock at the door with the bike outside



Once on your bike, you can get to the harbour and see what's going on in warehouse 17. Get ready for a few fierce fights. Watch the scene then head home on your bike

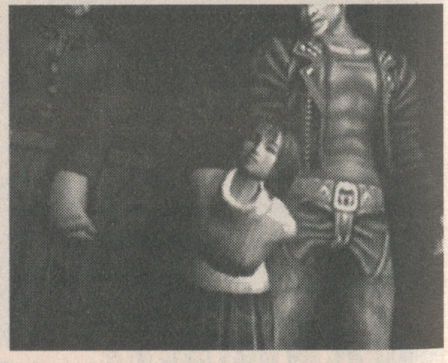
The next morning you'll have to head back to the harbour. You need to be at warehouse 9 for 22:00. Before that though, you'll get fired and Tom will ask you to meet him for lunch later on

THE BEGINNING...

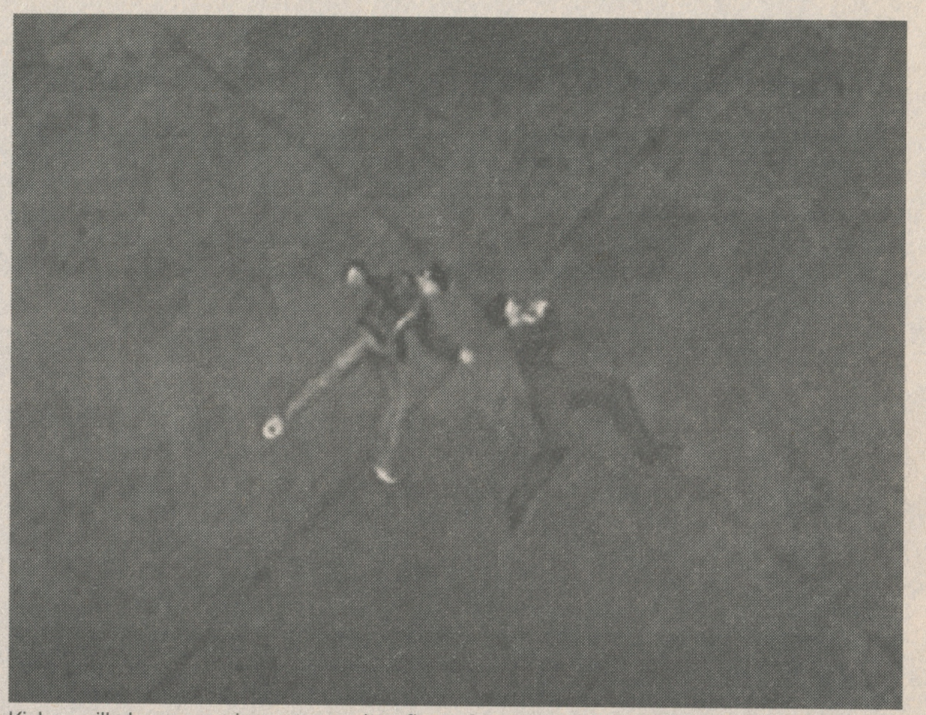


After being fired, go to Hisake's lunch stand and she'll tell you Tom's been acting down lately. Go see him then watch the scene as he tell you what's wrong

Tom tells you he's heading to America and that your own travel plans have inspired him to move on. The end is drawing near and Tom tells you you'll always be friends. Aww...

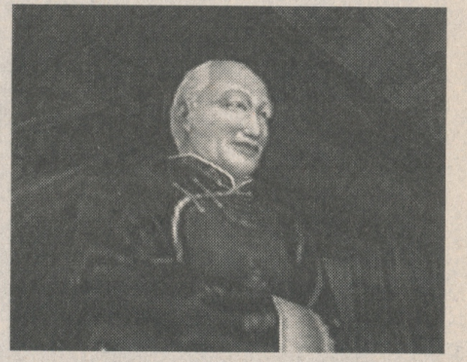


At 22:00 you'll wind up at warehouse 9. Terry, the big thug from before, is there so talk to him and watch the scene. You're getting close to the final battle so prepare yourself

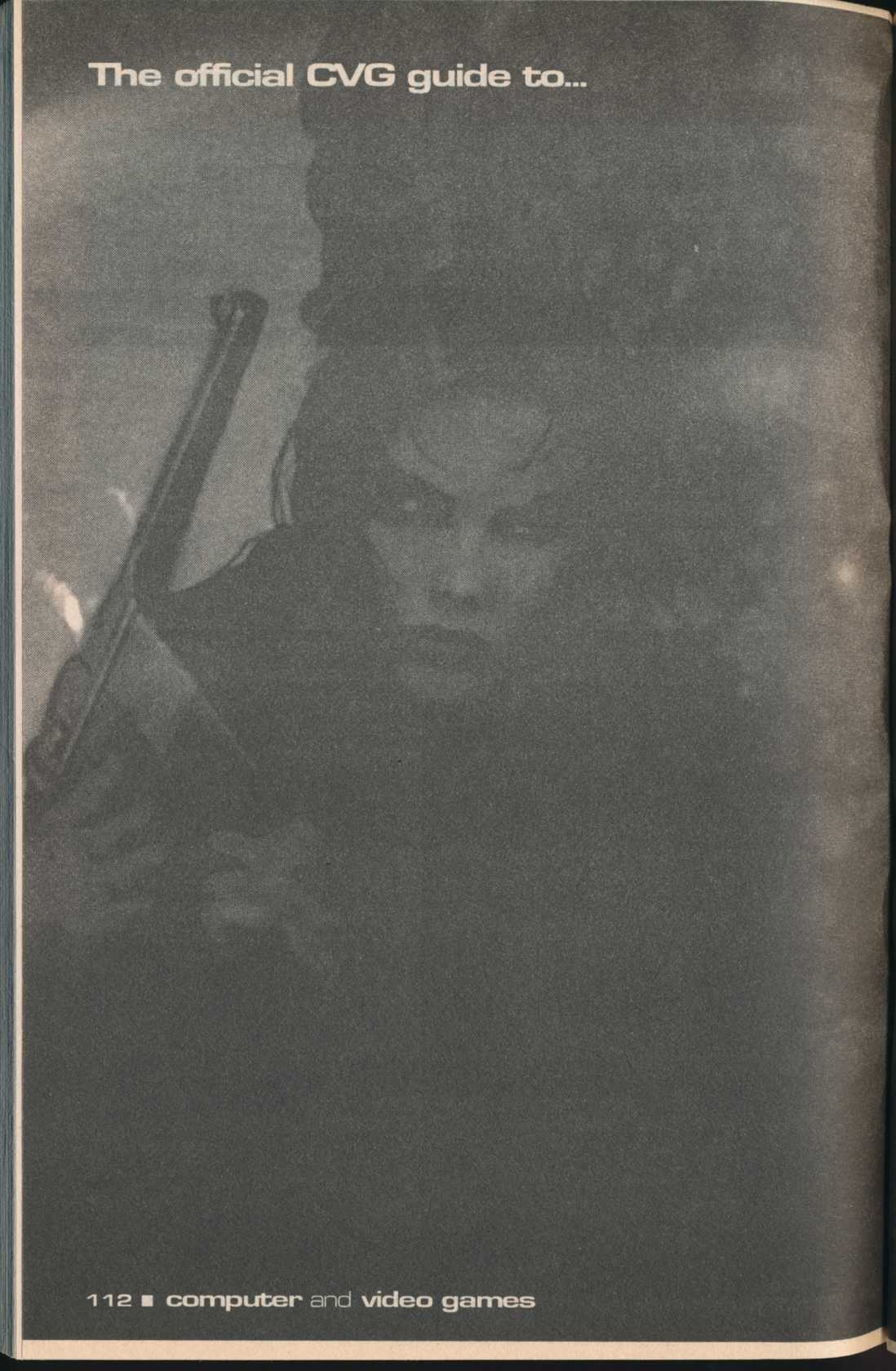


Kishou will show up and engage you in a fierce free battle. Halfway through though you'll stop for a bit to tell him to lose so that he can actually help you out

Now comes the awesome finale to the first episode of Shen Mue. This 70 man battle will really take it out of you so make sure you know your special moves



Keep at it and you'll finally see the stunning final sequence. It's the end of the game, but just the beginning of an even bigger quest. Part 1 is over, and your destiny awaits in future installments

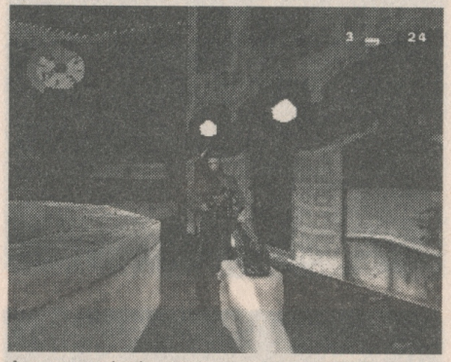


MEDAL OF HONOUR: UNDERGROUND GUIDE

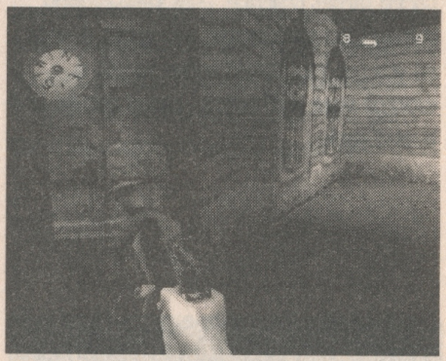
MISSION 1- OCCUPIED!

LEVEL A: MIDNIGHT RENDEZ-VOUS

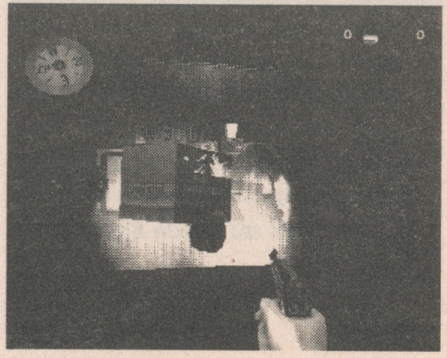
Meet your brother in Paris under the Eiffel tower. The two of you are going to hijack a Nazi arms cache whilst trying to avoid the clutches of the traitorous French Milice.



An easy mission to start things off. The Paris streets are virtually deserted but you will come across four or five Milice men just begging for a quick head shot. Your brother is dressed in brown and is standing by the left hand side of the Eiffel Tower. Escort him through the streets.



Your brother is actually a good shot himself and doesn't take too much looking after. In case he gets a little sloppy run on ahead and take out all the Milice men he might bump into. When he bends down to unlock doors cover his back. Once inside the main building follow him when he heads for the garage.

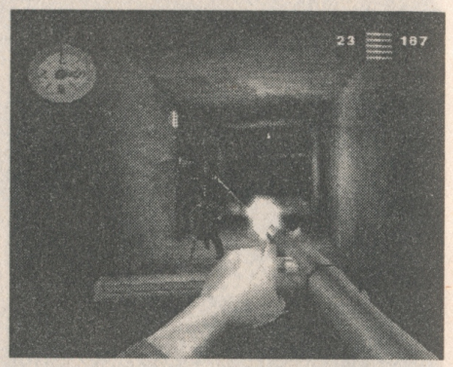


When your brother starts to unlock the garage door keep an eye on the corner as two Milice men will jump out and surprise you. Once inside the garage press the button on the right side of the wall to open the gate and let the truck out. Follow the truck outside straight into an ambush. Shoot the Milice behind the gate and head for the catacombs on the left.

MISSION 1: LEVEL B-AMONGST THE DEAD

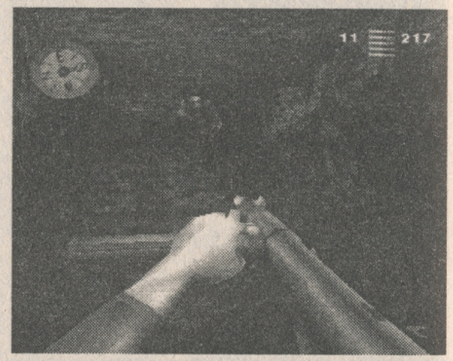
Tragically your brother has been killed in front of your eyes, but you must fight on for the cause. Search the Paris Catacombs for the Forged Papers and seal the tunnel entrances by detonating explosives.

This area has more enemies than the previous level so be prepared for some fast-paced target practice. Just keep moving through the catacombs, taking out guards as you go. You should come across a storage area with ammo, petrol bombs and a med pack.



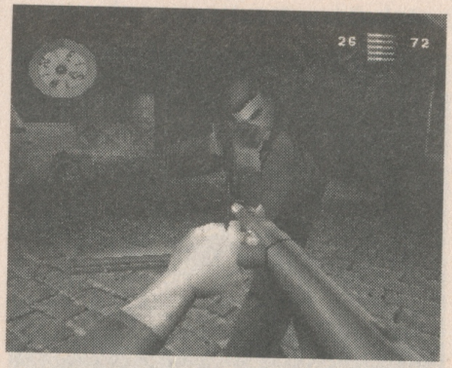
Eventually you'll come to a ramp. Head right and look for a tunnel partially blocked with rubble. Take out the guard lurking behind the rubble and then set the explosives in the area indicated by the red outline. Turn and run away from the blast as quick as you can to avoid sudden death.

Search the catacombs, cleaning up the Nazi trash as you go. When you reach a ladder, climb up and crawl through the small opening. You'll know you're in the right place when you see the Resistance symbol. Collect the Forged Papers. Continue sweeping through the catacombs, sealing the remaining 2 tunnels the same way as the first.

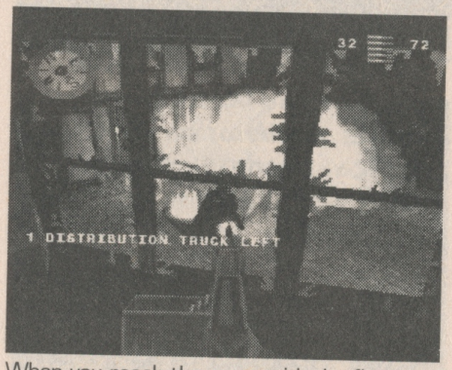


MISSION 1: LEVEL C-WITHOUT A TRACE

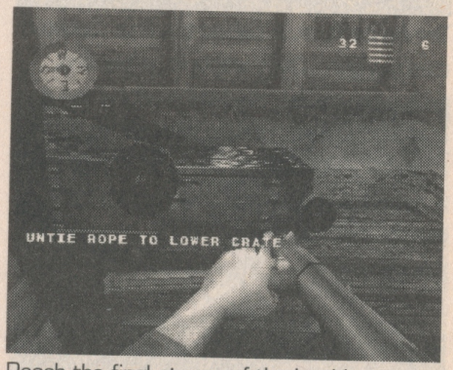
The village of Saint Marie des Champs is under threat from Panzer units and the Milice. Find the Hotchkiss machine guns and use them on the enemy. Then destroy incriminating papers and hide the printing press.



The first part of this level is a breeze. Perfect the art of the clean headshot and you won't have any problems at all dealing with the guards. The ones hiding behind the bunkers prove a little more troublesome. Time to use your sneaking skills and gain the advantage by creeping up on 'em.



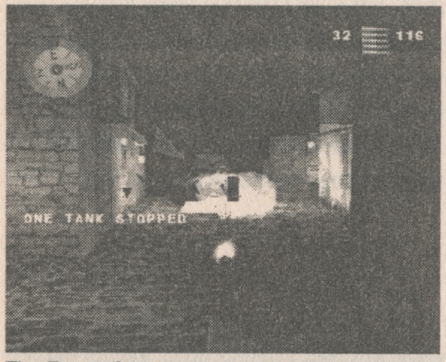
When you reach the room with the first crate shoot at it to destroy the evidence. Keep moving until you find the truck that needs to be destroyed. Save your ammo and head up the ramp to the left. Open the crate to find a mounted machine gun that will make light work of the truck.



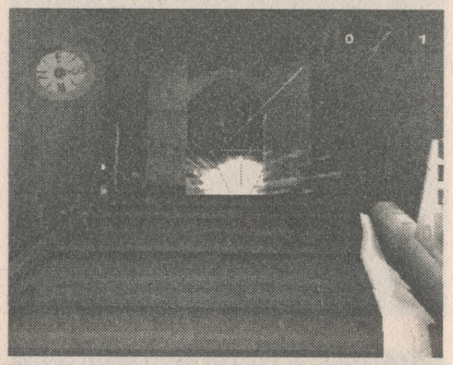
Reach the final stages of the level by crawling through the gap in the bottom of the wall. Use the same method as before to get rid of the third truck with another mounted machine gun. Job nearly done. If you can't find the printing press it's in the room on the right just before the end of the level.

MISSION 1:
LEVEL D-TREAD CAREFULLY

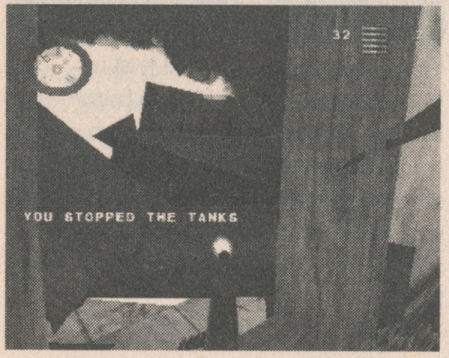
Resistance members are trying to escape from Saint Marie des Champs. You must delay the Panzers that are about to ransack the village and give your colleagues a chance to escape. Find the Panzerfausts and destroy the tanks.



The Panzerfaust is behind the first mounted machine gun. Don't waste it on the first tank, just use the mounted machine gun as the tank comes trundling towards you from a distance.Lure the tank into your path by running towards it and then running back. Make sure it doesn't catch you or you'll be mincemeat.



Use the same method for the second tank. The third tank is much trickier. Use the stairs as cover and take out as many soldiers as possible to make your job easier. Now's the time to use the Panzerfaust from the bottom of the stairs. Don't get any closer or you'll be a sitting duck.

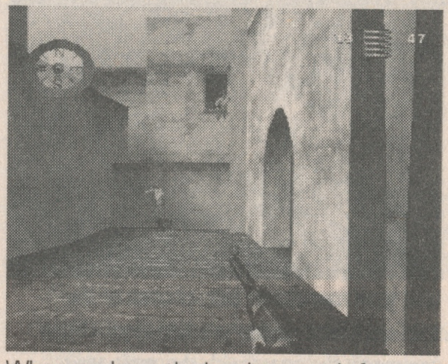


When you've destroyed the third tank run forward to the mounted machine gun behind the wall. Use it on the fourth tank. Don't wait until it gets close enough to see you or you'll be toast. Use the cover of the wall to avoid the tank missiles.

MISSION 2
HUNTING THE DESERT FOX
LEVEL A-CASABLANCA

Head for Casablanca for a bout of espionage. When you get there you must escape from your hotel and find the agent's house. Steal the dossier and locate the Africa Corps supply base.

This level is basically just a dirty great shoot-out. When you first leave your room look to your left and take out the guard. As you try to walk down the stairs be prepared for a massive onslaught. The guards in the ice cream suits are packing some heavy duty ammo so take 'em out quickly.



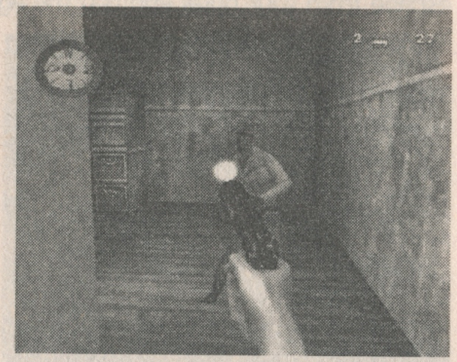
When you leave the hotel get ready for a long trek through the streets. You'll need eyes and ears everywhere as the enemy pops up in the most unexpected places. Check out balconies and corners before moving forward and also make sure you scope the area behind you to avoid blindside attacks.

The rest of the level is still fairly easy as long as you're on your guard. The most challenging area is in the room with lots of pillars near the end when several guards will spring out and take you by surprise. If you're low on health this could be a frustrating experience so stay frosty!

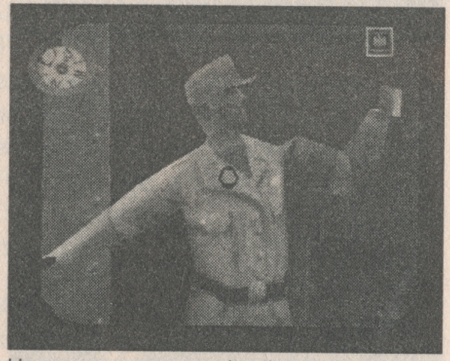
MISSION 2:
LEVEL B-LIGHTING THE TORCH

You must find the traitorous collaborating French photographer and steal her identity so that you can carry out your spying duties unhindered. Once you are safely undercover radio the American Fleet.

The first part of the level is routine grunt capping until you reach the large area with the beige door at the end. Head for the dispatch hut to the left. Get the Shipping Records from the file cabinet. Then enter the large warehouse and take out the soldiers hiding behind the crates.



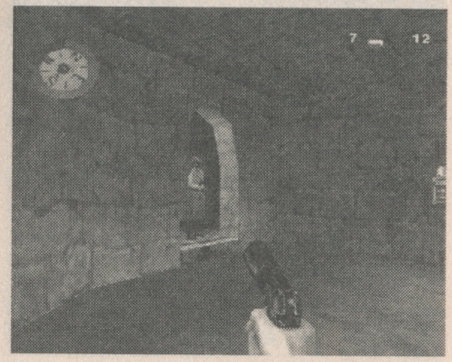
When you reach the photographer's room you'll hear her singing in the bathroom. Push the chair against the door to trap the Vichy collaborator. You can now take her camera and her papers. Wander around waving your credentials at the guards when they ask to see your authorisation.



Use your camera to take photos of the soldiers. Their poses are hilarious. When you reach the room with the radio your cover will be automatically blown so get ready for a late attack by the guards who will run into the room up the stairs. Exit through the window to finish the level.

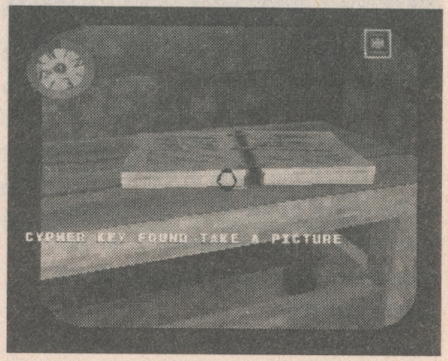
MISSION 2:
LEVEL C-BURNING SANDS

Thanks to your work the Ait Ben Haddou depot is about to be bombed by the allies. Before it blows get explosives from the armoury, find the cypher key, photograph any secret stuff and destroy the fuel trucks.

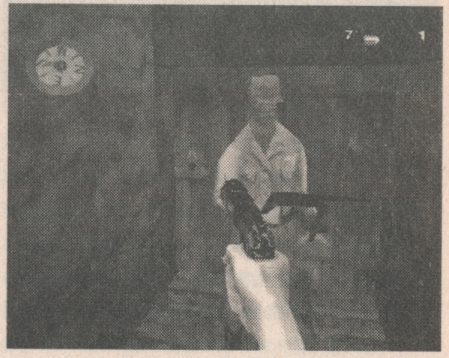


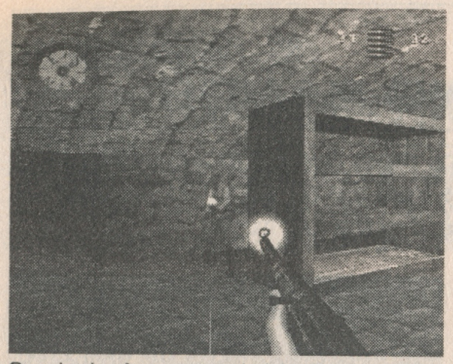
Keep your cover by taking photos of the guards before you reach the one who tells you photos aren't allowed. Retreat and shoot him in the head from afar before he can raise the alarm. If he does get to the alarm, you can turn it off by pressing 'action'.

Head for the left hand corridor. You'll have to blow your cover to shoot the lock on the store room door on the right where you'll find 2 medi kits and some ammo. If the guards weren't alerted by that they certainly will be when you go down the stairs and shoot off the Armoury lock.



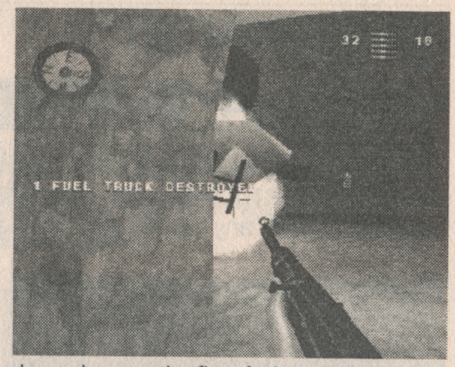
Keep your cover for as long as you can. There are lots of guards here and they'll be too much to handle all at once if you're detected. Open the door on the left side of the right hand corridor. Charm the drooling Nazi and photograph the Cypher Key Book. Don't forget to pick up the Armoury Pass from the table.



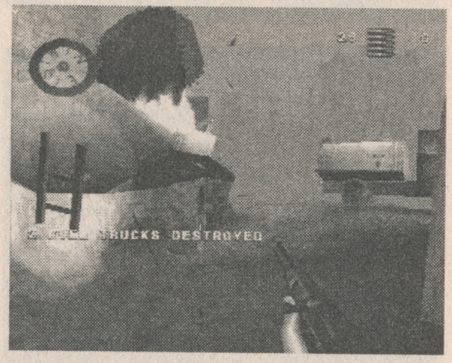


Stay in the Armoury and pick off the guards as they pile in through the door. Happily they're like sitting ducks in the doorway. Exit via the ladder to the left of the Armoury. Stop flashing your weapons and go back undercover. Show your papers to all the guards that ask.

When you reach the second fuel truck check round the back for some much needed medicinal containers. Then use the above method to destroy the truck. The last two trucks are to be found next to each other. Keep an eye out for ambush attacks from sneaky guards and exit the level.

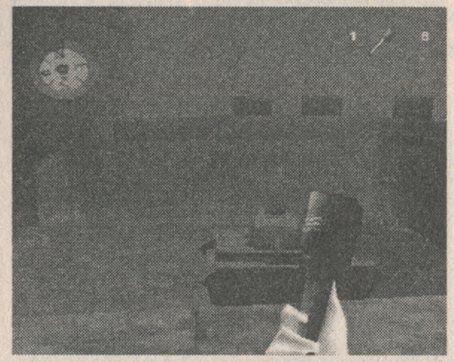


Jump down to the first fuel truck. Don't bother to shoot any of the guards as they'll be dealt with by the forthcoming explosion. Climb up the ladder at the back of the fuel truck and toss the explosives down the hole. Back down quickly and run for cover as there's going to be an almighty explosion.

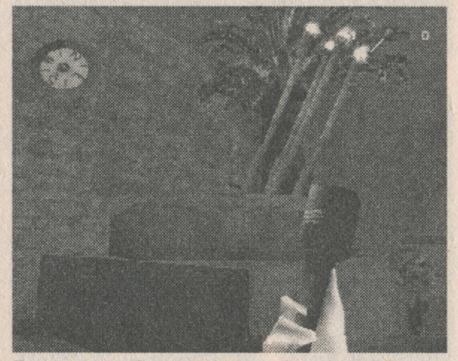


MISSION 2: LEVEL D-ALLY IN THE DESERT

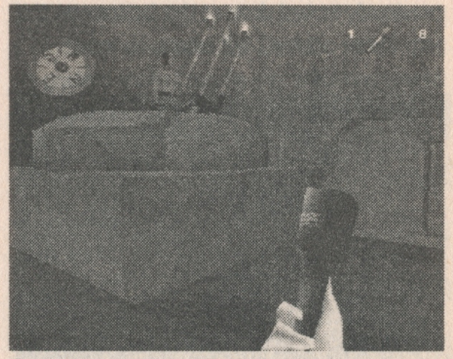
Your cover is blown sky high along with the fuel trucks. Now you have to escape before the Allied Bombers destroy the base. Before you go, disable three anti-aircraft emplacements and turn on the landing lights.



Throw stick grenades over the balcony to take out the tank below. Make your way downstairs and head across the bridge. Watch out for snipers lying in wait on the battlements and don't forget to search the ramparts for ammo. By now the Allied Bombers will have arrived to help you out.

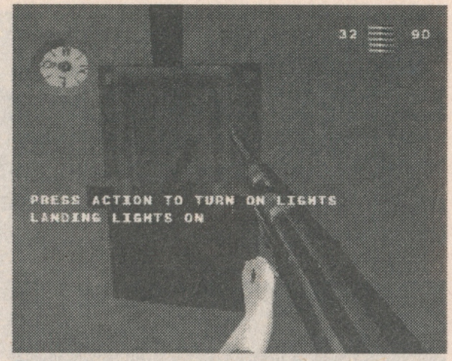


Destroy the first anti-aircraft guns with stick grenades. Then quickly run back and hide round the corner as there's a tank patrolling the area. Sneak out from behind the cover of the walls to throw stick grenades at the tank as it patrols back and forth. You'll need to throw several grenades to destroy it.



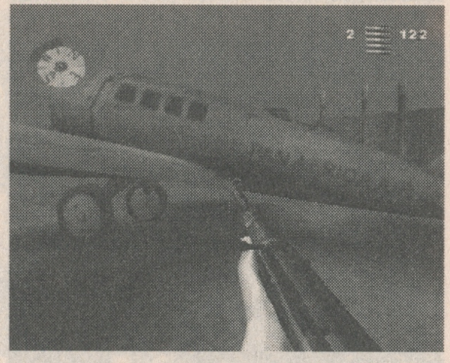
Cross the bridge to the left, take out the two guards and quickly run and jump up behind the second anti-aircraft emplacement. Shoot the gunner and watch as the allies drop a bomb and destroy the anti-aircraft gun. From your hiding place behind the gun lob stick grenades high in the air until you destroy the next tank.

Jump down and go through to the next area which is also patrolled by a tank. Use the tree as cover and lob grenades until you blow the tank up. Be careful, this one's tricky. Now head for the next gun at the far end of the compound. A well placed grenade should do the trick!



Go through the door in the wire fence to the right. Climb the stairs in the building all the way to the top and switch on the airfield landing lights. You'll face a lot of heavily armed troops so keep your health levels topped up and don't let your guard down for an instant.

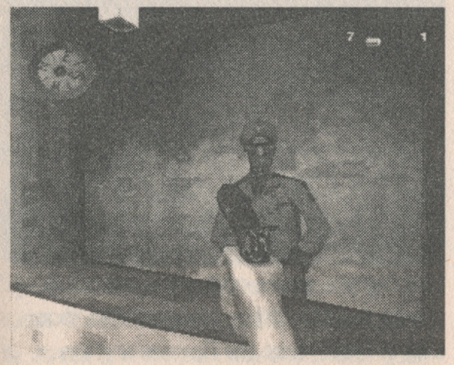
Head back downstairs and go through the previously locked door at the bottom on the left. Three soldiers will attack so move slowly and take 'em all out before making a run for the airfield on the right. Approach the waiting plane and hop on it for a ride to safety.



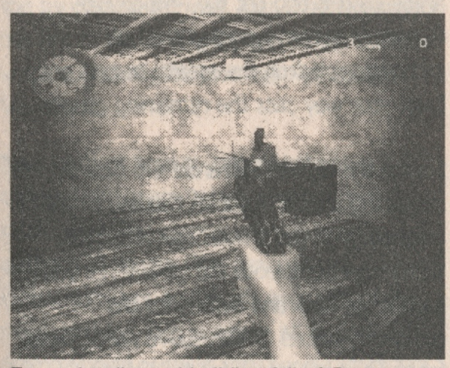
MISSION 3
UNDERCOVER IN CRETE

LEVEL A-GETTING THE STORY

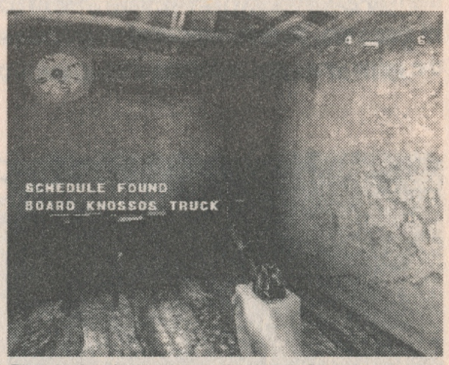
You've been transported to a town in Crete called Iraklion on a Greek fishing vessel. The town is under Nazi occupation. Use your cover to search for clues to the location of the artillery installation.



Pick up the photo pass from the warehouse and break cover to cap the guard. Shoot the crates to get lots of ammo. Crawl through the gap and shoot the next guard. Go through the door on the left and observe the gang fight between the Germans and the locals.



Enter the disused building full of Germans and locals shooting each other. In the room with the desks pick up the Restricted Pass from the desk near the window. Continue on your merry way through the gunfights. Defend yourself when necessary. After leaving the main building you'll reach a row of small huts.

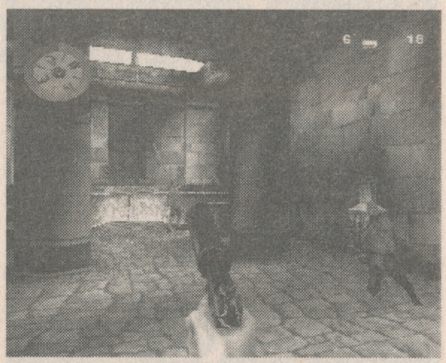


Check the first hut to find the Supply Schedule. Ignore the double exit doors on the right for the moment and search the bottom hut. Photograph the map and get the Archaeology Pass. Now go through the double doors, but beware an ambush attack when you move towards the truck.

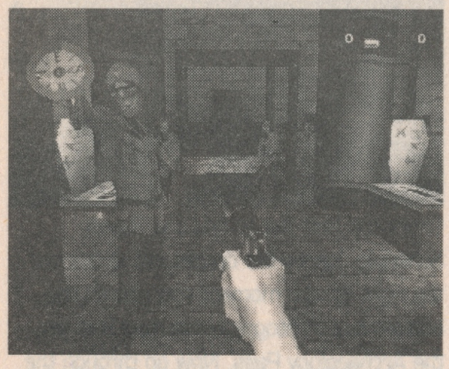
MISSION 3:
LEVEL B-WHAT LIES AT KNOSSOS

Back in your photographer's disguise you must sneak through the Palace of Knossos and find the hidden artillery. Pick up any relics you find and kill the archaeologists.

Take photos of all the stupid soldiers to fool them until you reach the archaeologists in the pith helmets. Break cover and shoot them. If you alert any guards you'll have to kill them too. You'll be prompted to pick up the relics when you find them.



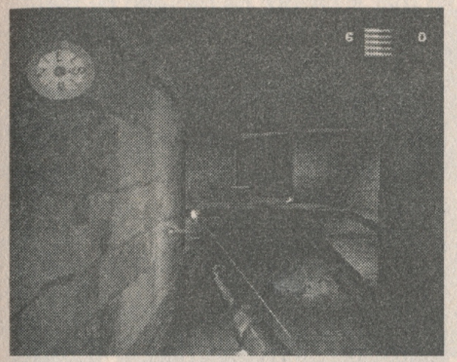
Shoot all the ammo crates you find as you search the site. When you reach the room with an altar shoot the German and the archaeologist and get the Propaganda Report. When you've killed the last archaeologist drop the stealth tactics and blast your way past the remaining guards.



Locate the Bunker Entrance and blow up the remaining crates. If you've trashed all the supplies you'll get a message telling you that you've completed the task. If not you'll have to go back and search for the remaining crates. When you're ready, head for the exit but watch for the soldier who jumps you from the right.

MISSION 3:
LEVEL C-LABYRINTH

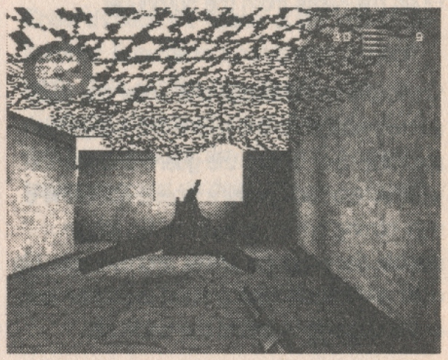
Your disguise is useless now so discard it and look for the Comms centre in the labyrinth. Make sure that all the enemy guns are disabled before the Allies move in.



Be careful when you approach the large room. It's full of enemy soldiers. Save ammo by standing in the doorway and shooting at the candles on the wall. They'll fall down and set fire to the lurking troops. When others come to investigate pick them off at will. Very cool!

The Comms devices are to be found behind a grey stone door with a symbol on it. Save ammo once again by shooting down the candles to destroy the devices. Continue searching through the corridors and taking out any guards you might happen to meet.

Now you just have to take out the two cannons which are behind another grey stone door. The cannon room is heavily guarded of course. The cannons are located in two corridors to the left and right of the main corridor. This is where all that saved ammo should come in very handy. Blast 'em to blazes!

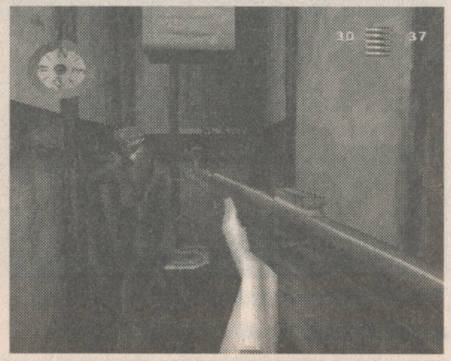


MISSION 4

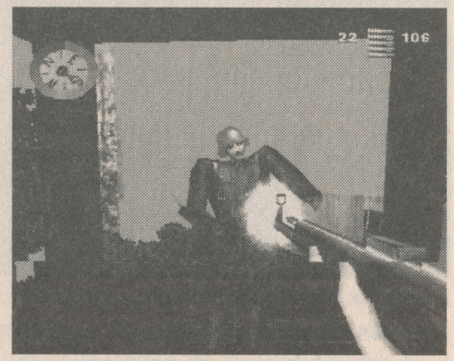
WEWELSBURG: DARK CAMELOT

LEVEL A-ASCENT TO THE CASTLE

Your only way into Himmler's castle is up the mountain in a cable car. Find the cable car and disable the controls so that it cannot be recalled by the soldiers when you're in it.

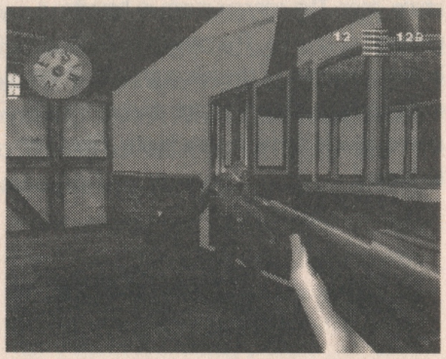


First shoot the soldier on your right to get a weapon. Then follow the train tracks until you reach a wooden house on the left. Go upstairs and get the crowbar. Crawl through the hole in the hedge behind the house. Flush the Nazis from the outhouse!



Head back along the next bit of rail track until you reach the look-out hut on the left. Climb up and use the sniper rifle to get the guards further ahead. At the next look-out tower turn right and check out the stone building. Destroy the radio inside and kill all the guards.

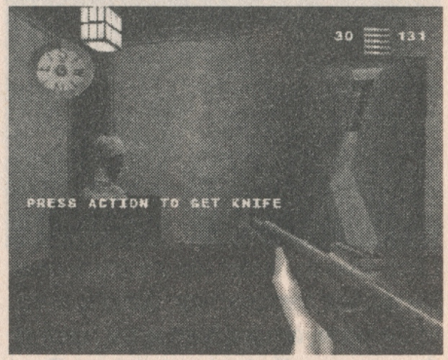
Cross the stone bridge and enter the next stone cottage via the gap in the hedge just past the door. Shoot the guard and get the wirecutters. Go upstairs where you'll find a very strong armed presence. Go left to disable the cable car break and override. Go right and double back around the other side of the cottage to board the cable car.



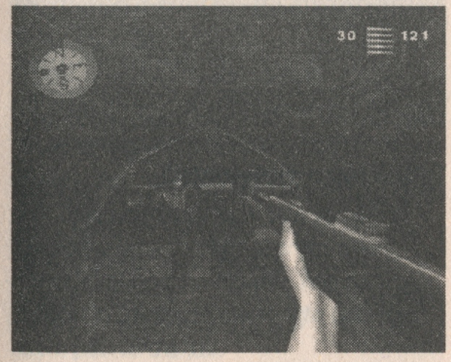
MISSION 4:
LEVEL B-VALHALLA

Try and find an alternative way into Himmler's castle. Get incriminating documents from the safe in Himmler's office. Also look for the Knife of Abraham and the secret entrance to Valhalla.

Follow the path round to the right and take out the two guards. Go over the smashed up part of the wall on the right, then head under the bridge. Climb up the vine on the left side of the house. You'll emerge on top of a castle keep. Go down the spiral stairs to enter the castle.

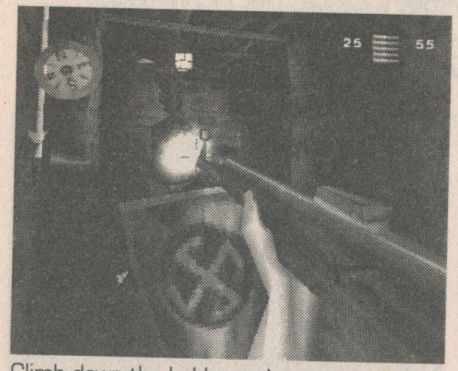


Deal with the SS swine, then get the demolitions from the room on the left. Crawl through the hole. Enter the room on the left side of the hall where you will find the Knife of Abraham in a mini-museum. Exit this room and head for the corridor at the end of the large room.

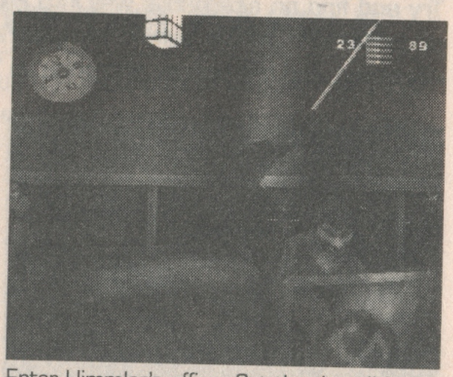


Crawl through the space at the end of the corridor. Emerge in a room with a round table. Take out the two guards. You can climb the chimneystack at the back of the room to get a medikit. Cross the round table room and go down the spiral stairs.

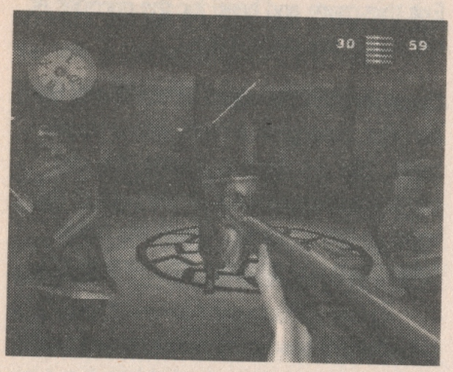
Climb down the ladder and prepare to meet the scariest creatures ever. Standing close to the ladder, aim and blast at the heads of the two statue-like knights at the end. Two clean head shots will kill them. If you miss they will charge at you like crazy and chop you to bits. So don't miss!



Climb down the ladder and prepare to meet the scariest creatures ever. Standing close to the ladder, aim and blast at the heads of the two statue-like knights at the end. Two clean head shots will kill them. If you miss they will charge at you like crazy and chop you to bits. So don't miss!



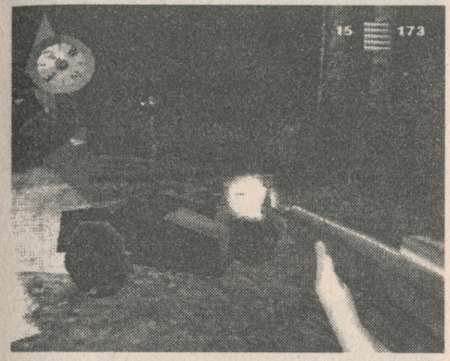
Enter Himmler's office. Set the demolitions and run to blow the safe up. Go back and get the papers from the safe. Go back up the ladder and proceed carefully along the narrow corridor. There's another silver knight hiding around the corner to the right. Turn left into another long corridor lined with trolleys.



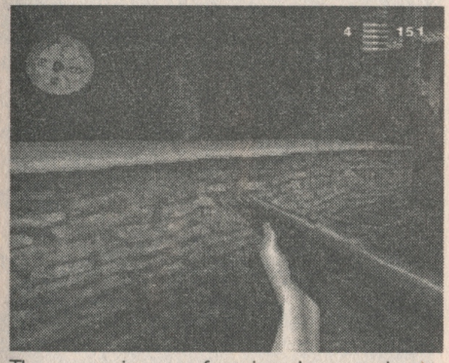
When you hear clanking you know another silver knight is charging towards you. There are lots of SS Troopers here and they respawn if you move too slowly. Use the trolleys as cover and head for the circular room at the end. Cross the courtyard, down another corridor and face three more silver knights before finding Valhalla.

MISSION 4:
LEVEL C-A VICIOUS CYCLE

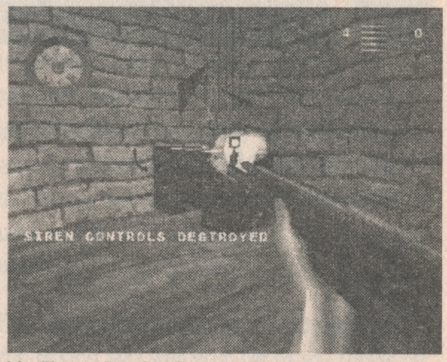
You will have to descend from the castle on foot. Find the town of Buren and use explosives to destroy the bridge. Look for the control shack where you can turn off the sirens.



The first part of the level is just a tramp through the woods. It shouldn't give you too much trouble. The path is easy to follow and the motorbike troops are easily taken care of with a swift bullet to the brain. Follow the railtracks to the right, then turn left into the bushes.



The enemy is more ferocious here, and stealthy too. Hold back and let them charge you, then pick them off. When you get to the bridge drop the four charges where indicated and run to the left. Take out the shooter in the tower. Head right until you see a path to the left.

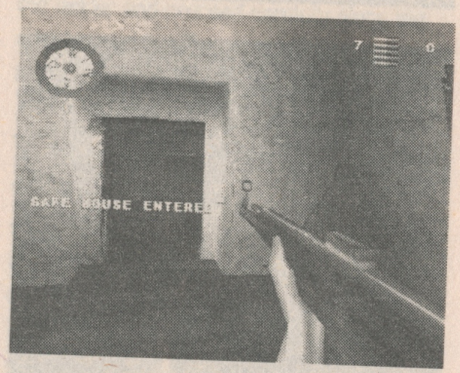


You'll reach a bunker with several guards. Fire at the Siren Controls to destroy them. Take out the shooter in the tower and then climb the tower and use the sniper rifle to shoot the troops on the road. Climb down and head for the roadway. Expect more troops to come at you from the bushes.

Move on down the road and prepare to face more vicious troops and motorbikes. When you see a path leading to the right through the woods take the path and go under the bridge. Shoot the Germans sitting by the fire. Just behind the fire there's a hole in the bushes to crawl through.

When you emerge climb down the bank and look for another hole in the bushes on the left to crawl through. Now go onward towards the village. When you reach the village you're still not home and dry as it's occupied by the enemy. Search the small blue building on the left for a medikit.

Go through the house on the right. You'll emerge in a courtyard. Stay back in the cover of the alleyway and pick off soldiers until the coast is clear. The house at the right end of the courtyard is the Safe House that you are looking for. Go there tó complete the level.

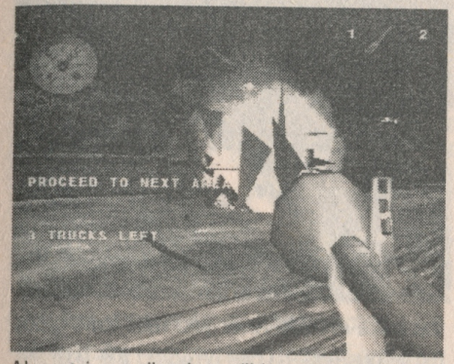


MISSION 5:

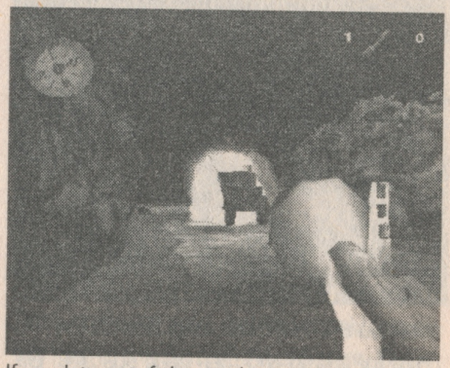
LAST RITES AT MONTE CASSINO

LEVEL A-ROUNDABOUT

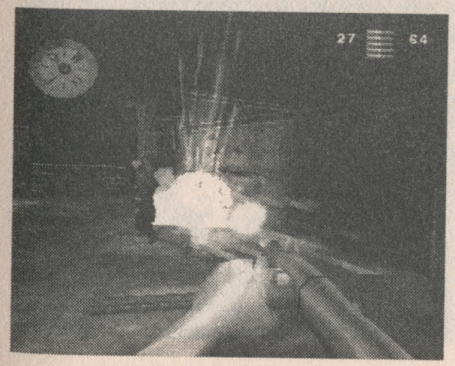
Find a way to enter the Abbey via the forest paths. While you're trying to find the safest route make sure you stop the supply trucks from getting through on the main road.



Almost immediately you'll have to deal with a strongly fortified guard tower area. Clean up the Nazi trash and then head left. Move along the path, then turn right and follow the path round. Beware of lurking troops. Jump down off the ledge and use the Panzerfaust on the three trucks.



If you let one of the trucks get away it's Mission Over so act quickly. When you get the 'go ahead' signal jump up onto the grass and climb up the next pathway. This time the trucks will be coming from the left so take 'em all out. When you've got them all, move on.



Search the farm buildings and destroy all the troops and supplies. Go to the tower on the right and plant explosives to blow it up. Make sure to get some distance between you and the blast. When you get the message that the supply depot is destroyed go left and climb down the ladder into the Crypt.

MISSION 5: LEVEL B-PRISONERS OF WAR

Pilots from the 8th Air Force are being held prisoner in the crypt. First free their C.O. who will lead you to the others. Provide cover for him when he unlocks their cells.

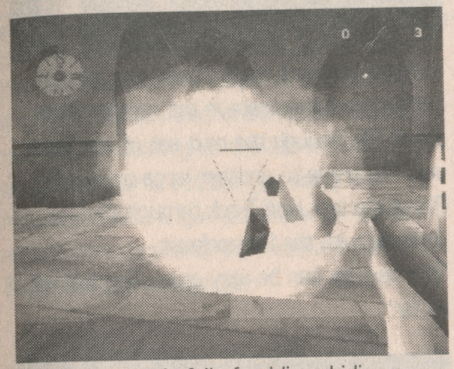
This is a fairly easy level. Enjoy the relative relaxation, it won't last long! Search the crypt for ammo and then head upstairs. Go right and you'll see the C.O. being interrogated. Quickly shoot the glass away and cap the interrogator in the head before he can kill the C.O.

Follow the C.O. as he runs around unlocking the cells. Provide cover and keep looking out for troops until he has unlocked the final cell. When you get the word that all the prisoners are free say goodbye to the Captain and clean out the rest of the enemy scum from the crypt.

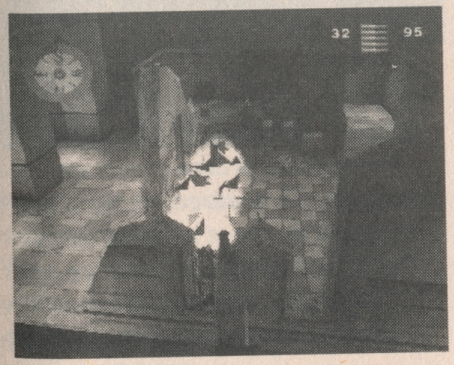
Press 'action' to open the secret door in the tapestry hanging behind the altar. Destroy every living and dead thing in the war room. Then head back to the exit at the opposite end of the crypt. Be prepared for a heavy onslaught from the enemy as you approach the exit.

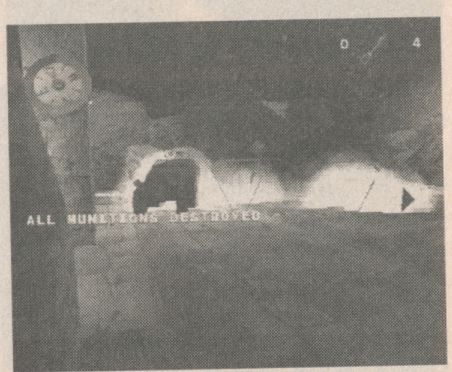
MISSION 5: LEVEL C-MAYHEM IN THE MONASTERY

Before you leave the monastery destroy all enemy supplies, find the Quartermaster's ledger and destroy all of the Half-Track vehicles.



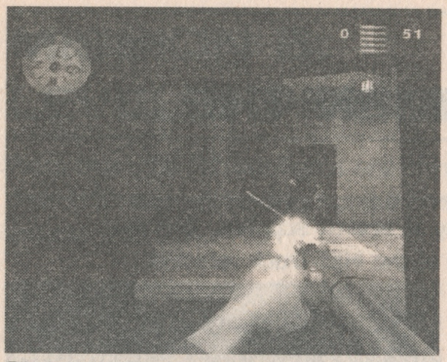
The first room is full of soldiers hiding behind pillars so chuck a couple of grenades in first and then edge round the pillars taking out the soldiers one at a time to avoid being overrun. Save your Panzerfaust rounds for the first Half-Track that you reach. Follow the corridors round until you come to a large open area.





Don't enter the area, instead crawl through the hole to the right of the entrance. Shoot up all the munitions crates and any remaining troops. Use the Panzerfaust on the Half-Track. Enter the next building and face lots of heavily armed troops. Proceed down the steps until you reach a ladder on the right.

This is a very dangerous area where you are exposed to enemy fire so act quickly. Use the mounted machine gun to destroy all the supplies on the ground and kill all the troops. Shoot the soldier behind the machine gun at the top of the screen or you'll be dead meat in seconds.



Climb back down and go forward, shooting any remaining troops and making sure that no-one else gets control of the deadly mounted machine gun. Head for the crawl space just behind the mounted machine gun and go through. When you're still hidden take out the guards in front.

Edge your way towards the exit round the pillars that line the room. Take out any lurking soldiers. Hide behind the second pillar from the end of the area and check out the exit door. Approach the exit door from the right side and be prepared for an ambush from two soldiers either side of the door.

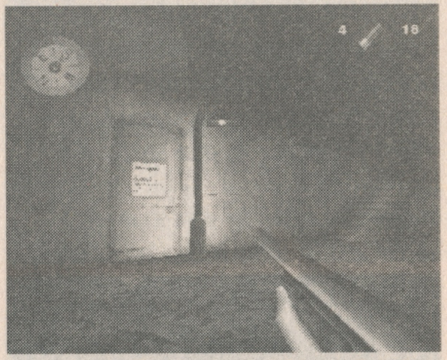
Emerge from the crawl space and get the Ledger from the crate in the centre of the room. Go through the next set of corridors until you come to another large open area. Shoot the last Half-Track through the doorway with the Panzerfaust.
This next bit can be very cruel. So near yet so far.

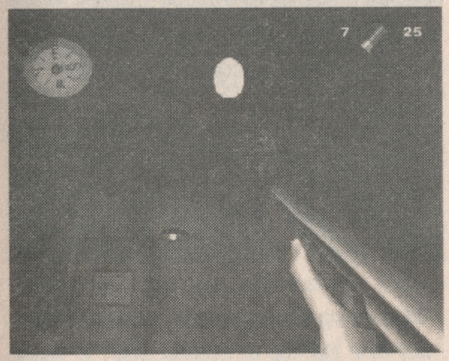
MISSION 6: A MITTELWORK SABOTEUR

LEVEL A-PLANS FOR DESTRUCTION

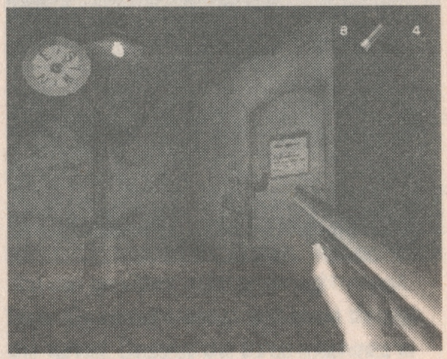
Your next destination is a V1 bomb factory near Lille. Meet a double agent on the hillside and find the explosives he has left for you in the hills. Then enter the town and board the cable car.

Hooray! You have a shotgun at last! Use it to shoot the Germans in the head. When you reach a building on the left with a turquoise door shoot the guy using the mounted machine gun just above it. Climb up and take control of the mounted gun. Shoot the barrel opposite.

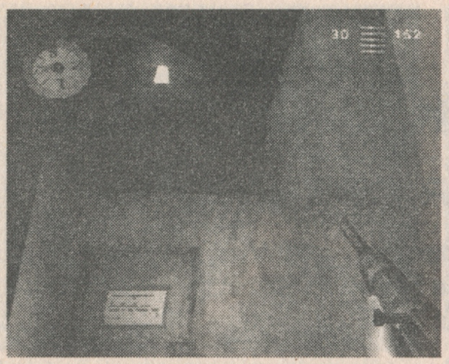




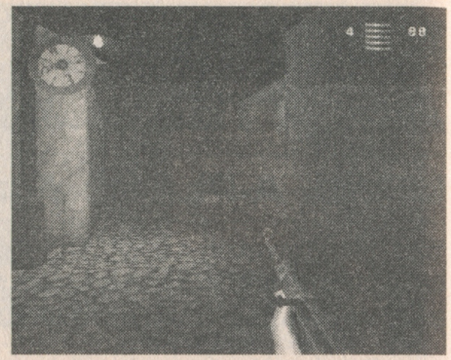
Enter the area revealed by shooting the barrel to get the explosives. Proceed up the mountain, taking out snipers as you go. When you reach the signpost head right until you reach a small hut. Kill the two guards and shoot the crate for medical supplies and ammo.



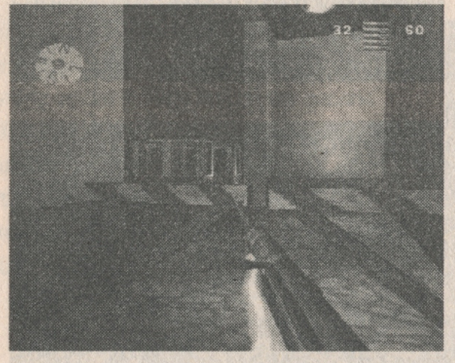
Go back to the signpost and head towards Lille. Climb up the path until you reach another small hut with a turquoise door. Don't shoot the guy dressed in brown who is waving at you. He's your contact. Follow him until you reach a bridge. You don't need him anymore after this.



Shoot the troops on the bridge before crossing. Go through the passageway and take out the sniper on the roof of the building opposite. Climb two long ladders until you emerge in an area with several buildings. Kill the sentry in the tower before climbing the ladder up the mountain.



Climb up another ladder, but first make sure you take care of the sniper lurking at the top. Turn right and face more guards. When you reach the town, quickly take out the mounted machine gun sniper in the alley just in front of the truck.

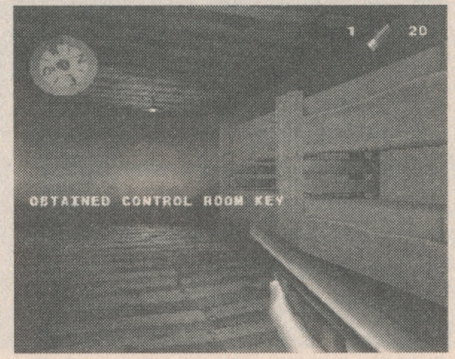


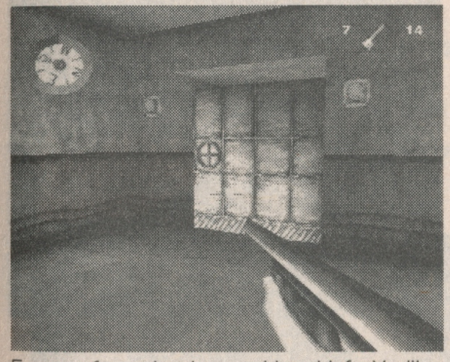
When you're sure the coast is clear cross in front of the mounted machine gun. Enter the building on the left side of the truck and activate the generator in the machine room. Now make for the far side of the village and go up the steps to access the cable car.

MISSION 6: LEVEL B-SABOTAGE!

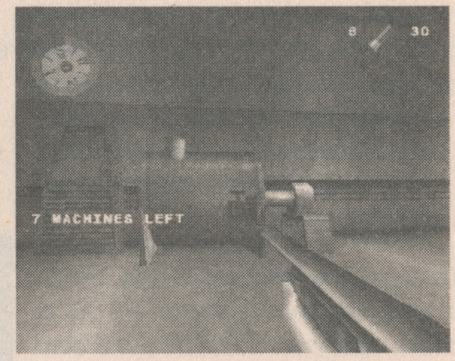
You've reached the bomb factory. First get the supervisor's Control Room key. Then go to the control room to unlock more doors. Destroy all the bomb making equipment and weapons before escaping.

Move along the corridors full of soldiers until you reach a room with a wooden floor and bunkbeds on the left side of the building. Get the Control Room Key before heading for the corridors on the right side of the building. Go through the hole in the wall surrounded by red stripe.

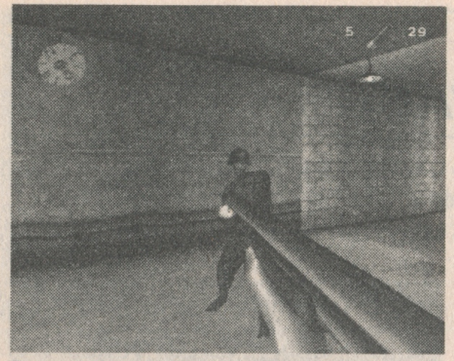




Emerge from the duct and head left. You'll reach a junction where you can go straight-ahead or right. Choose to go right until you come to a door with two red lights either side. Open the door and activate the door controls inside. Go round the corner where two more doors have opened.

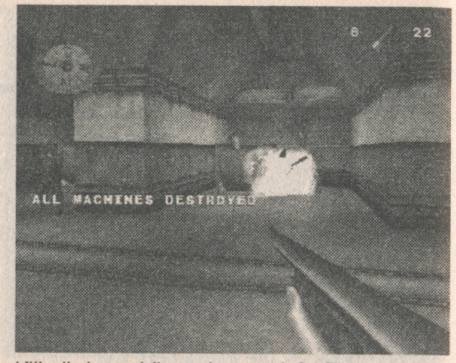


You can go either right or straight-ahead here. Go straight-ahead and crawl through the tunnel. Destroy the three machines in the room with the explosives and exit out the other side. Go down the corridor to the right. Keep heading right until you reach room with three more machines.

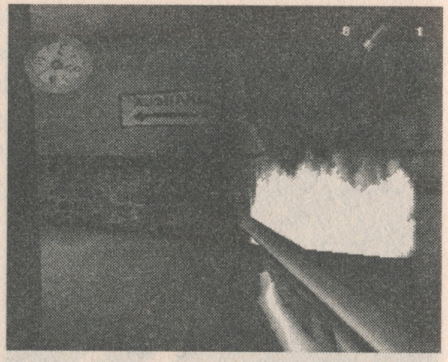


Destroy the machines, then head back upstairs to the area where you opened the door and this time go right rather than straight-ahead. Go downstairs until you arrive at a room with big crates stacked on the right side. Get ready for lots of heavily armed soldiers attacking from the left.

Go right, then left, past the Ausgang (Exit) sign. Kill some guards then enter the room full of crates. The instant you place the last explosives you have just seventeen seconds to escape. Don't turn, just move quickly backwards until you reach the back wall, turn left and run like hell round the corner to the Exit corridor.

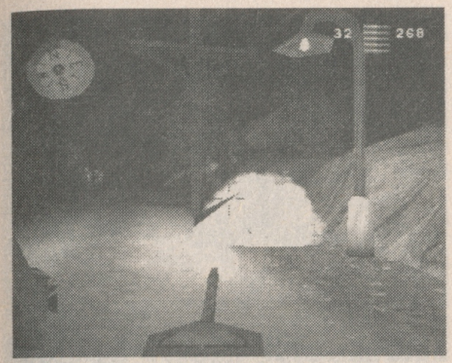


Kill all the soldiers then go left. Destroy the last machines. Then go up in the lift. Open the locked door to the right. Four guards will attack you when you emerge from the corridor so retreat and pick them off from a safe position. Go left for medikits and ammo. Move along the narrow hallway.

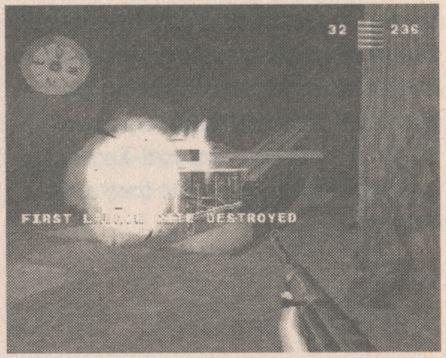


MISSION 6: LEVEL C-SIDECAR SHOOTOUT

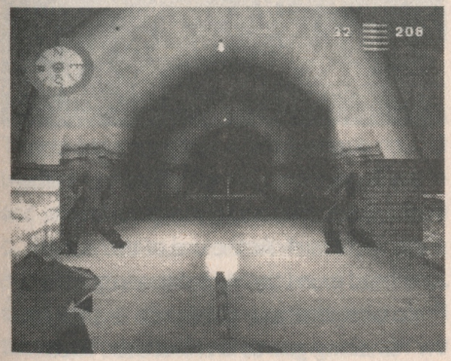
After blowing up their factory the Germans are hot on your tail. A mechanic called Somtag will help you to escape. You can ride with him on his motorbike. Also stop the V1s being launched.



After the living hell that was the last mission this one comes as a refreshing change. Look for Somtag and his bike to the left of the road when you leave the factory area. Jump on the bike and take control of the gun. Let fly with the lead and watch the troops scattter.



Somtag will wait whilst you place the first bomb on the V1. As soon as you place it run back to escape the blast. Then get back on the bike and prepare to mow down more Germans. When you stop at the next V1 launch site follow the same procedure as before to halt the launch.



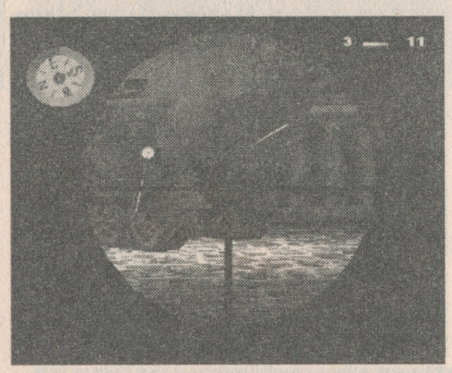
The final leg of the bike ride is more tricky as one of the soldiers tries to lob a grenade at you. If it hits you're instant dead meat, so make sure you take out every single soldier in front of you before they get a chance to throw anything. When you reach the tunnel you're safe.

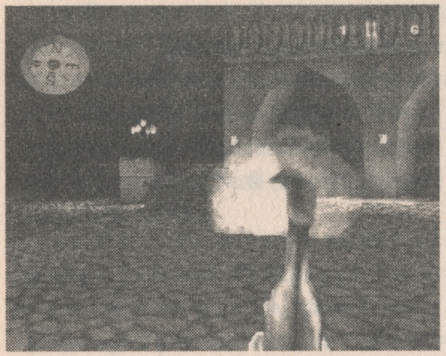
MISSION 7: LIBERATION!

LEVEL A-FINAL UPRISING

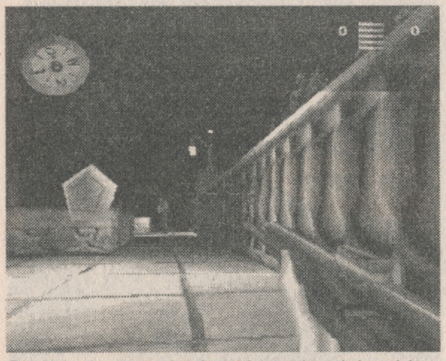
Victory is yours! Now you must stop the Germans destroying Paris on the eve of Liberation. Recapture the Prefecture de Police in the Latin Quarter and destroy the Half-Tracks.

It's easy to see where to go on this level as most of the roads are blocked off. You don't have much ammo or weaponry though, which makes it pretty tough to progress. When you reach your first Half-Track use the Sniper Rifle to take it out from a safe distance.





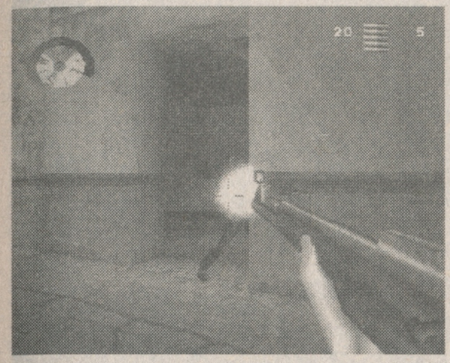
After bagging the Half-Track watch out for the troops in beige who are carrying bazookas. One hit from these babies will kill you outright so it's vital that you take 'em out before they can launch a missile. After destroying the second Half-Track enter a very dangerous area full of bazooka guys.



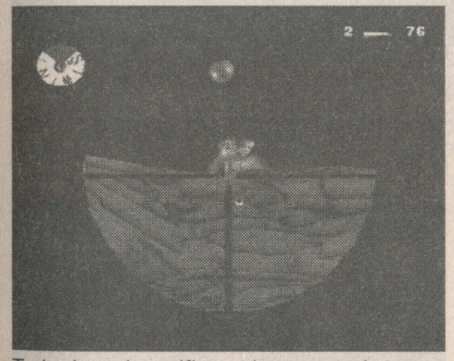
Crouch down and edge along the right side of the flowerbeds. This will shield you from the bazookas long enough to get a few shots in yourself. At the end of this danger zone head round the corner towards the Prefecture. Use your sniper rifle to take out the remaining guards and finish the level.

MISSION 7: LEVEL B-STREET BY STREET

The Germans have been forced into the centre of Paris by the Resistance. Remove three remaining German barricades and steal paperwork from the officers. Meet a fellow agent in the market.

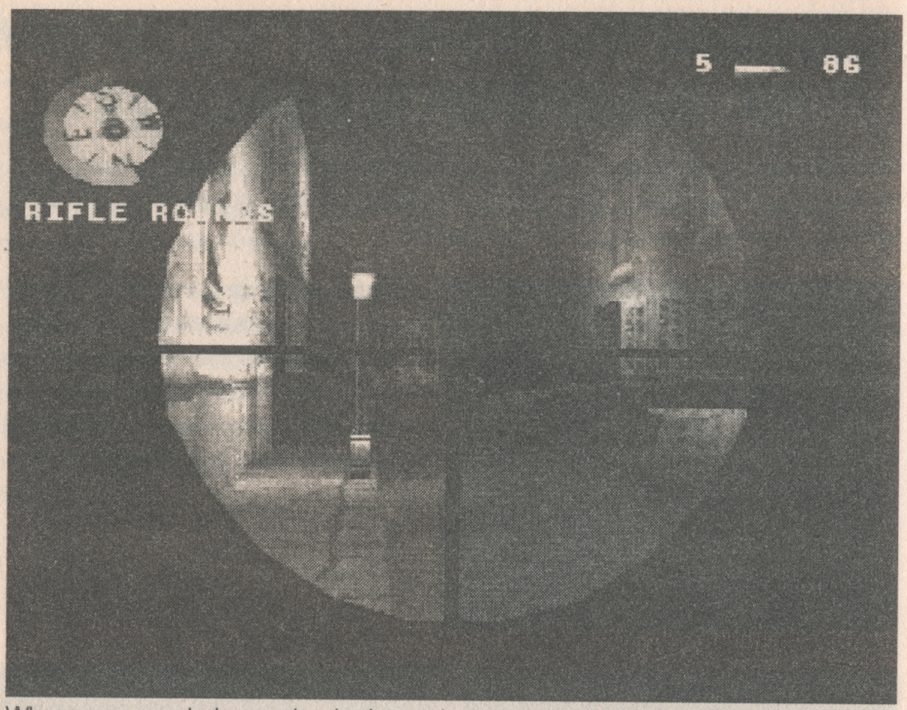


Follow your resistance compadre and help him out as he shoots a few Germans. Leave him behind and head down the steps and through a tunnel. When you emerge at the first barricade toss in a few petrol bombs to weaken the troops behind the barricade.



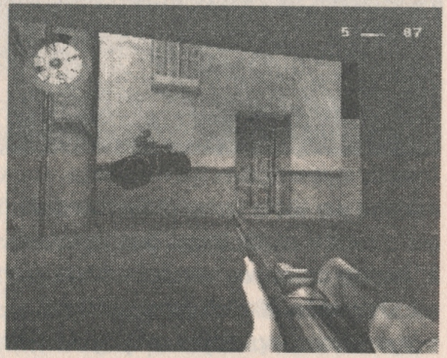
Train the sniper rifle on the mounted machine gun at the centre of the barricade and shoot the enemy troops that try to use it. Another resistance member will help you out when you've killed all but one of the troops. After completely destroying the barricade head further into the centre of Paris.

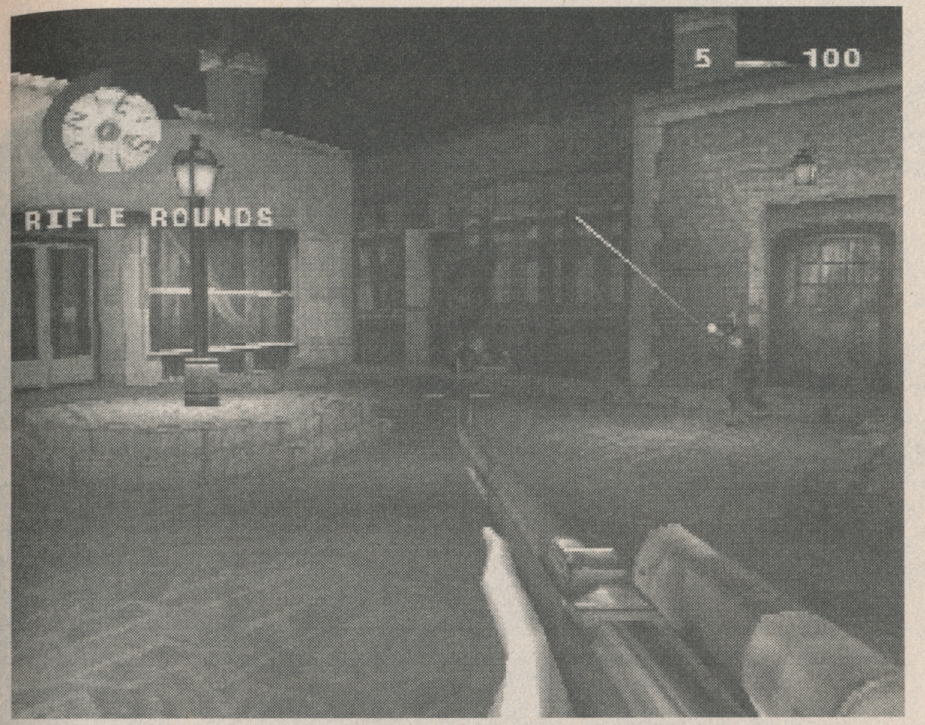
Before you reach the next barricade make a detour into an alley to your left. Two troops are hiding here so kill them and then pick up the ammo and medikits. When you emerge from the alley stand your ground and take care of the enemy soldiers who will attack you from in front and behind.



When you approach the next barricade a resistance member will dash forward to help out. Once he's been killed use the Sniper Rifle to take out the mounted machine gun and clear the barricade. The minute the barricade is vanquished head right and hide behind the railings as a motorbike will hurtle towards you at speed.

Shoot the motorbike, then crawl through the hole in the wall. Take out the next motorbike from the safety of the hole before emerging. Go up the stairs and help the resistance member to attack the barricade down below. Go back down and past the barricade. Get ready for another motorbike attack.





Watch for snipers on the rooftops before heading through yet more streets towards the next barricade. When you come to a blockage in the road enter the house on the left and cross over the top of the rubble via the balcony. The last barricade is hardest of all but by now your shooting skills should be top notch so go for broke and save the day!

THE WORLD IS NOT ENOUGH

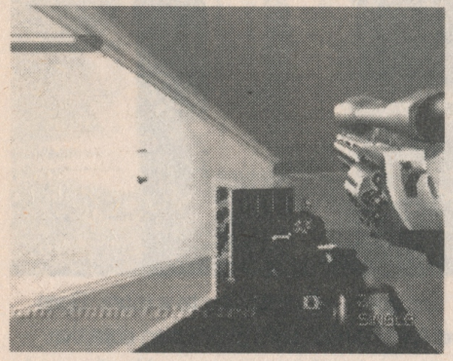
Welcome trainee agents. Your mission is to follow this complete walkthrough to the best shooter in ages and blast the villains straight to hell. Are you ready? Good then we shall begin. If you are playing on the far too easy Agent Setting than you can ignore some of the objectives outlined in this guide.

COURIER

A simple first mission. Collect some money and destroy the evidence but don't kill any civilians even if they shoot at you.

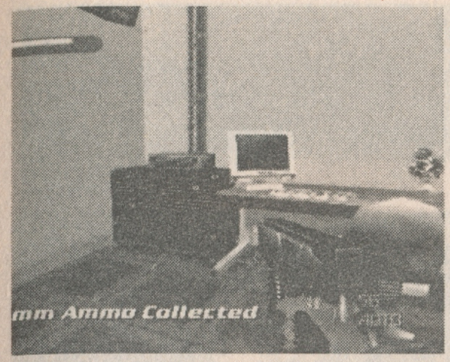
Turn right into the alcove and follow the doors. The guard will direct you to a room. Open the box in here and get the Flash Bang Gun and Appointment card to finish an objective. Take these back through the lobby and present the card to the security guard by the steel barred door.

Watch the cut scene and then kill the stunned man on the floor. Head through the brown door and then go across the hall and through the next brown door and clear the corridors here of enemies. Make sure you check all the bodies for ammo and weapons.

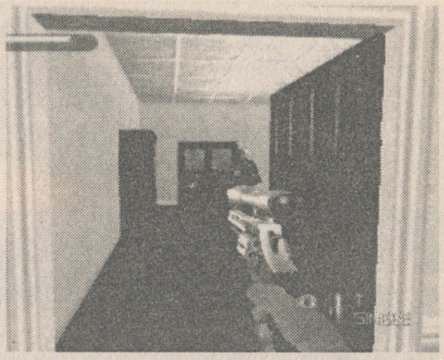


From the elevators head past the sunlit windows and round the corner where a door will open. Waste the baddies who come out and move into the room.

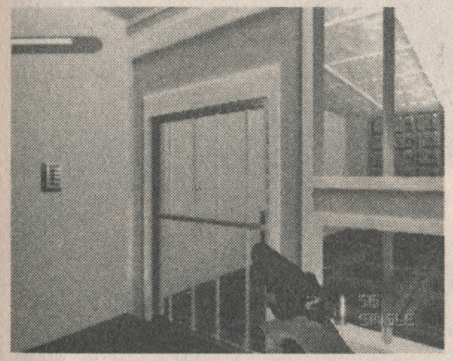
Avoid killing the civilian and open the safe with the Safe Cracker to be rewarded with the Swipe Card and completing another objective.



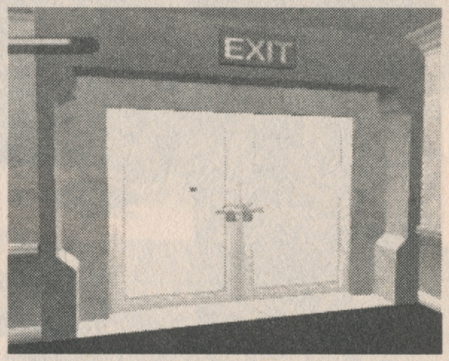
Leave the room through the door you entered and turn right to the last door in the corridor and use your Swipe Card. Blast the guards in here and use the Data Scrambler on the VCR to fulfil the next objective.



Make your way back to the room where the safe is and head through the opposite door killing the guards in here. Collect the ammo from the glass cases. Now head back into the corridor via the door in this room and turn left round the corner.



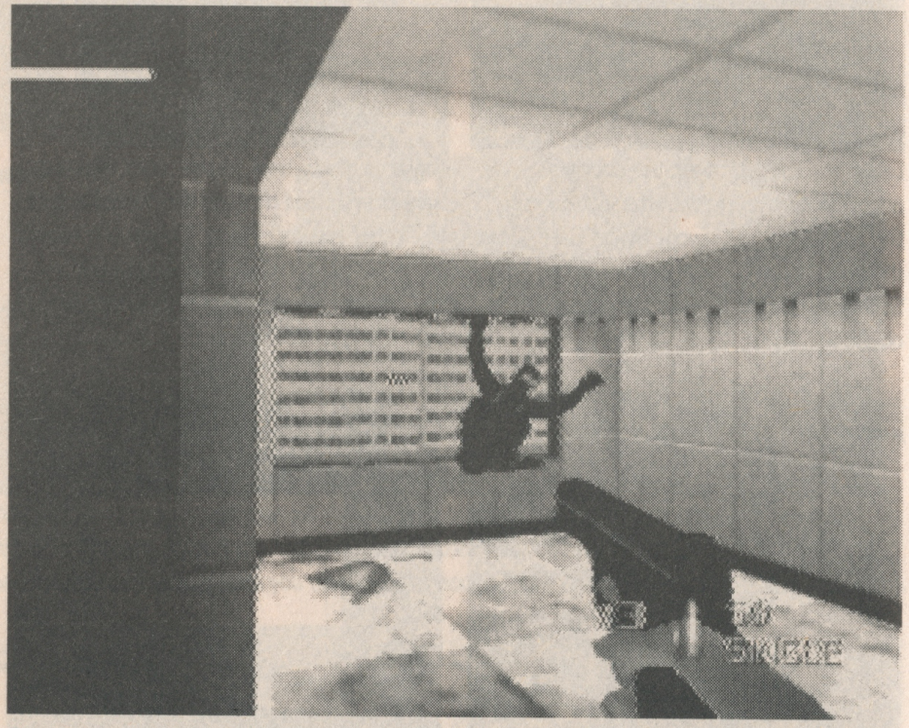
Go straight ahead and use the Swipe Card on the steal door. Enter this room and use the Keypad Decrypter and collect the Briefcase. The briefcase has the money and means you have completed an objective.



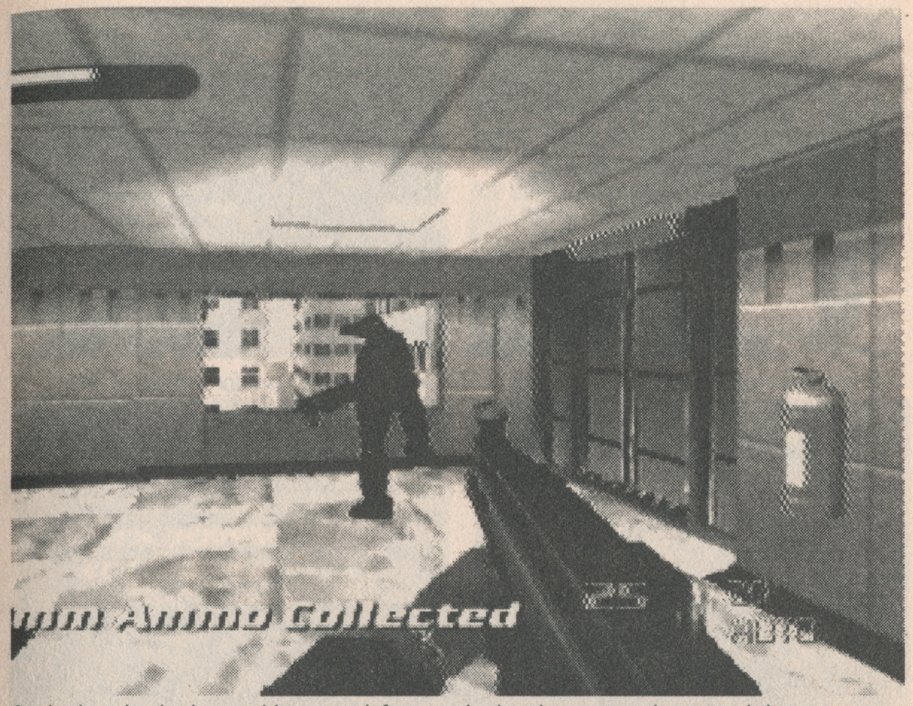
Head back to the elevators and put your weapons away. Go down and follow the hall into the lobby and head for the main doors. Mission complete.

KING'S RANSOM

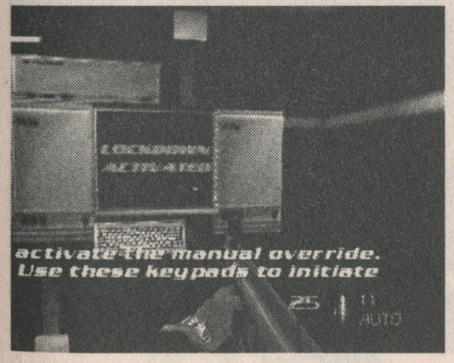
MI6 Head quarters are being invaded and it is up to you to save M, Miss Moneypenny and Sir Robert King from the evil men in black masks. Keep your wits about you.



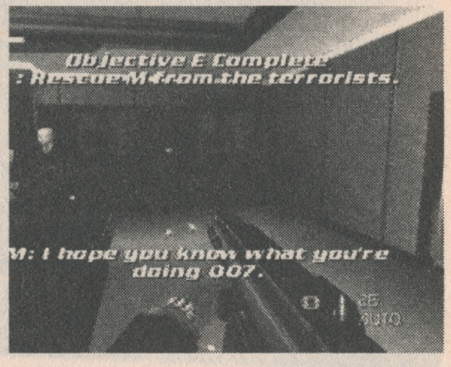
Go through the door behind you and collect the Pen Grenade from Miss Moneypenny and then head out into the corridor killing the terrorists without shooting the MI6 agents [the ones in blue]. Watch out for the one who comes through the window on your left.



At the junction in the corridor move left towards the elevators and go round the corner killing the bad guys as you go. Head straight to the T-junction and kill the bad guys round the corner to the left. Pick up all the dropped ammo as you go along. You will need all of it.

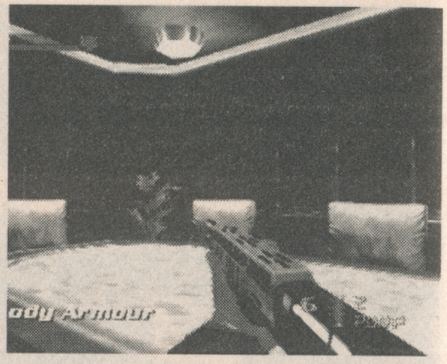


Follow the corridor round killing more baddies until you reach the Security Center door. Access the Security room using the hand scanner next to the door and press the activate button by the red console. This fulfils objective B. Now leave the room.

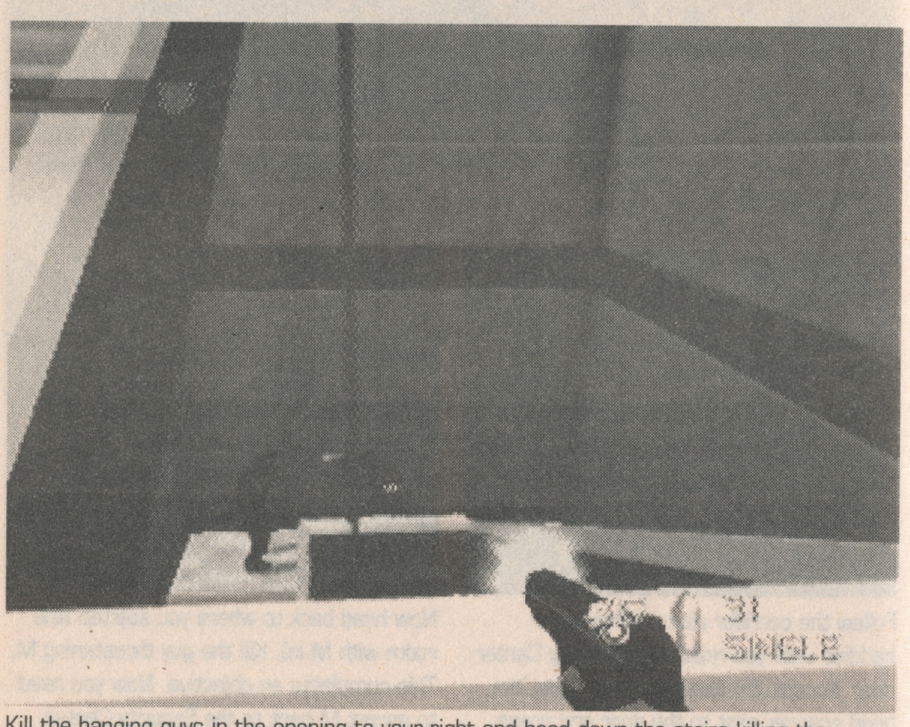


Now head back to where you started [the room with M in]. Kill the guy threatening M. This completes an objective. Now you need to escort M back to the Security Center.

Retrace your steps whilst killing the new bad guys who pop up along the way. Lock M in the Security Center after you have left that room to complete the objectives.



Go back to the corridor in front of M's offices and turn left. Follow the corridor around to the right and go through the door into the boardroom and collect the Body Armour. Leave this room and go right heading through the door in front of you.



Kill the hanging guys in the opening to your right and head down the stairs killing the terrorists there as you go. When you get to the bottom of the stair well watch the cut scene and then shoot the chaps descending on the ropes above you.

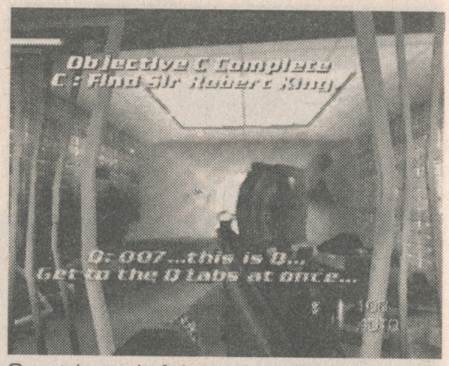
From the bottom of the stair well go through the only door and talk to your fellow agent for new objectives. Follow the corridor until you reach the foyer with the large map in. Getting here activates another objective. Kill the terrorists who charge you.

Carry on forwards and then go into the office on your left. Head straight through and out of the opposite door killing the terrorists as you go. A Security Center is straight ahead. Enter using the hand panel and activate the Lockdown on the console and exit the room thus completing an objective.

From the Security Center turn left, follow the corridor and go through the open doorway into the corridor with rubble in the corner. Go round this corner and kill the terrorist here. Press the red button to activate the Sprinkler System completing another objective.

Go back to the map foyer and face the map. Now head-left and enter the black door on the left of the hallway. Shoot the bad guy and get the Armour. Leave the room and turn left. Follow the corridor, ignore the Medical Division on the left and carry on until you reach a foyer with elevators in.

Use the hand scanner to get through the door here and go inside the vault until you get the message for medical help. Head back to the Medical Division you posted earlier and find Dr Warmflash inside. Escort her back to the vault, to the first fallen victim to complete the extra objective.

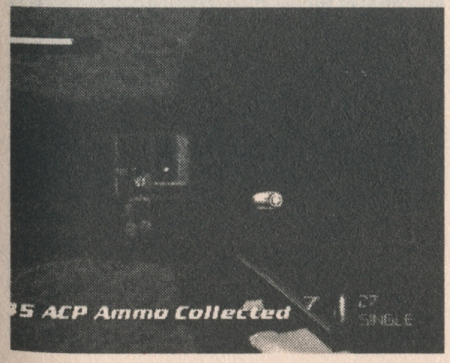


Go to the end of the vault and talk to Sir Robert King. Now back track out of the vault and follow the Q-Division signs killing bad guy's as you go. Enter the damaged looking lab and your mission here is complete.

THAMES CHASE

Now things are starting to get tricky. You must chase the suspect without killing her and also without killing yourself in the process. Game on.

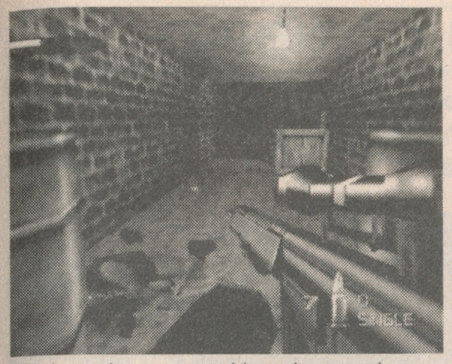
Watch the girl run past and leave her to it as you do not need to keep up at this point so take your time. Now avoid the bullets from the speedboat and follow in the direction of the girl. Follow the docks round and up the stairs taking out the guy's by the blue van.



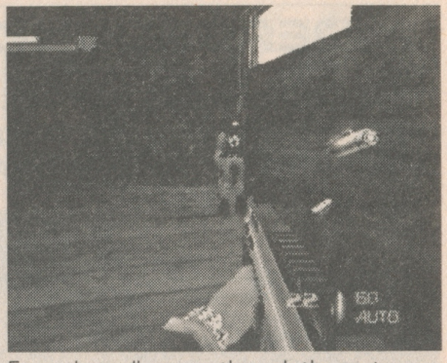
Now look round the corner and kill the terrorists by shooting the barrel and not forgetting the one in the window. Go into the hut and collect the sniper rifle and then look behind the hut for more vital ammo.

From the hidden ammo turn right around and go down the stairs. Slowly inch around the corner using the sniper rifle on max zoom and carefully take out the terrorists guarding the hostages. Now run down to the platform and turn right into the tunnel and then left.

Kill the Frogmen and other guards. Follow the dock round and into the storage area with all the crates. Creep round the crates and shoot the barrel. There are lots of enemies here so carefully kill them all. Then jump on the crates to reach the walkway and head out through the door.



Go down the steps and into the tunnel watching out for the guards. Open the door and move through the crates killing the guards and freeing the final hostages. Use the Grapple Watch on the black and yellow girder and go up. Get the Armour on the opposite side and return to the walkway.



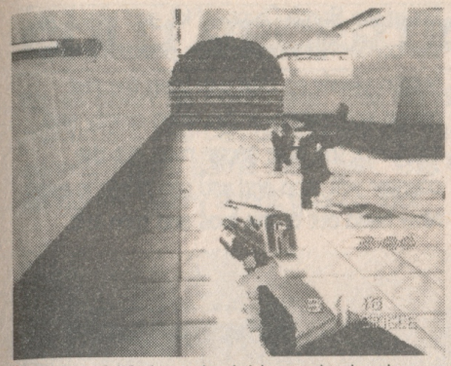
From the walkway go through the next room and dispatch the guard. Now you have to be speedy. If you are too slow here the mission will end in failure.

Jump down killing the guard to your left. Run right following the dock round until you reach a tunnel on your right dispatching the enemies as you run. Dash up the tunnel and run across to the underground entrance to finish the level.

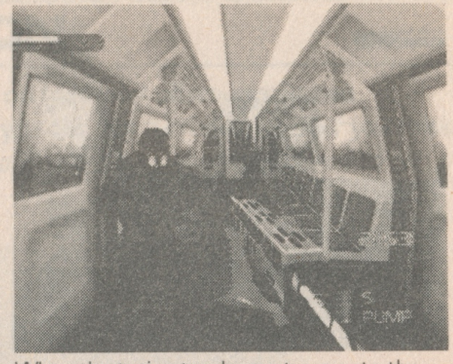
UNDERGROUND UPRISING

This mission requires you to be quick on your feet so expect to do a lot of running and killing as you dash through London's famous underground to defuse the bomb in under 5:30 minutes.

Run down the stairs and into the lobby whilst shooting the terrorists and not the fleeing hostages. Take the left hand first and get the dropped ammo in the office. Now follow the corridor around and go down the escalator, kill the terrorists, rescue the hostages and grab the Armour.

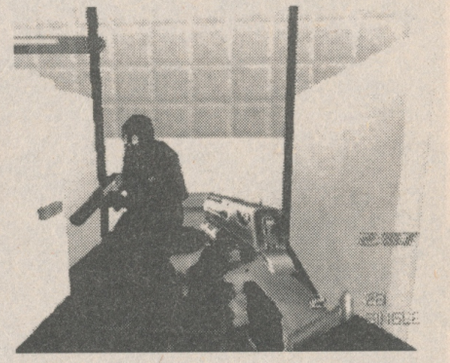


Now head back to the lobby and take the other set of escalators killing terrorists as you descend and follow the corridors round until you reach the tube platform. Kill the terrorists here and rescue the hostage. Now head to the end of the platform with the access sign.

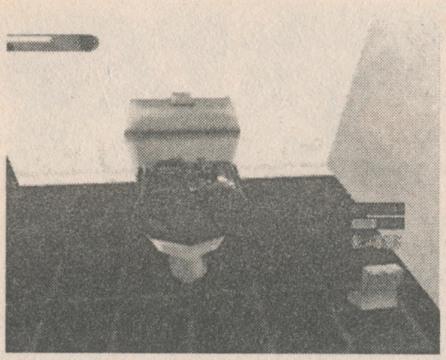


When the train streaks past run onto the tracks into the tunnel and turn right. Go through the door and into the storeroom. Leave via the far door and turn left. Jump into the broken down train and kill the terrorists. Now head to the far end of the train and open the door.

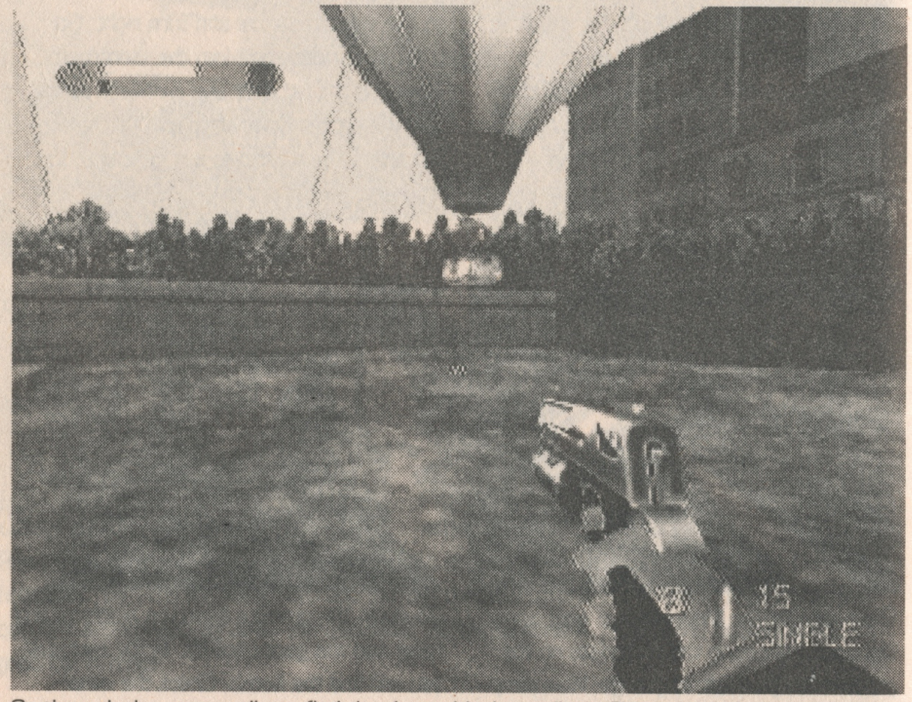
Equip the Raptor Magnum and walk along the tracks shooting the terrorists on the platform to your left as you go. Now jump onto the platform and the hostage rescue objective will be complete.



Go down the corridor from the platform and head into the gent's toilets. In the last stall you will find the bomb. Check the other cubicles for hostile encounters and return to the bomb.



Equip the Bomb Disposal kit and aim it at the bomb. Now repeatedly press the fire button slowly so that you keep the red gauge somewhere in-between empty and full. Once the blue gauge runs out the counter will stop and you can breathe easy. Now head out of the loos and turn left.

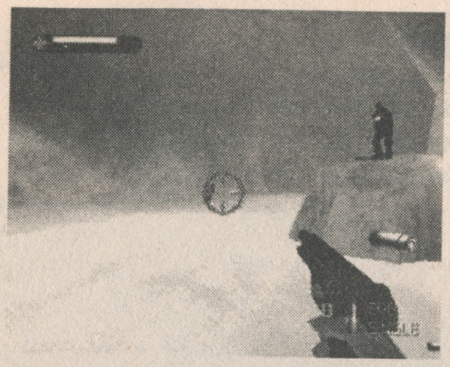


Go through the gaps until you find the door with the padlock. Shoot the lock and open the door. Go up the stairs killing terrorists as you go and jumping the gaps. Shoot the door lock at the top and go through. Run forward and jump on the rope under the balloon to complete your mission.

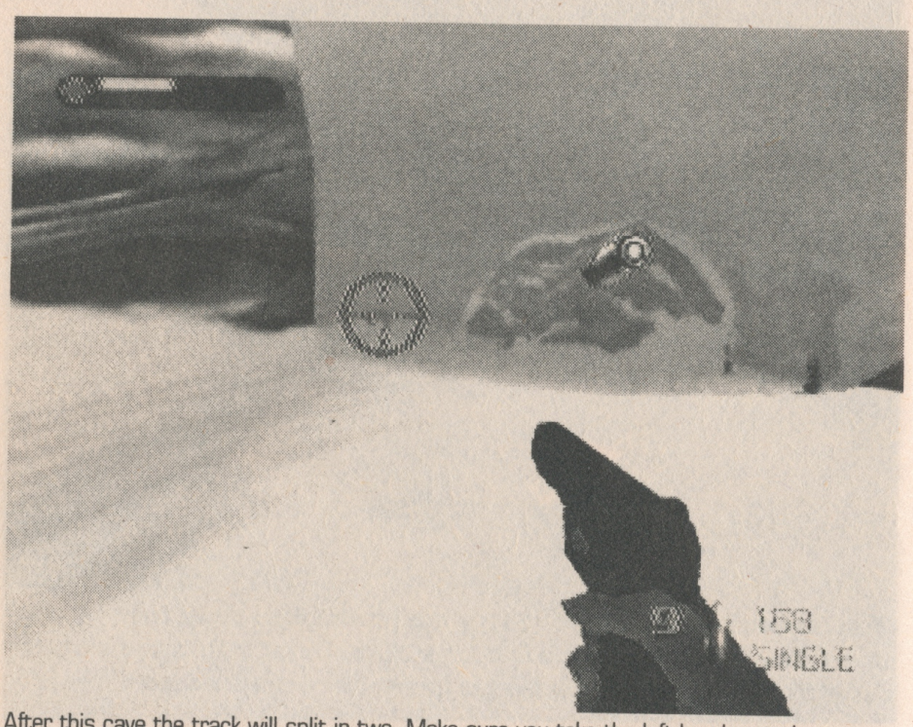
COLD RECEPTION

It's all down hill from here. This Bond on rails level offers you limited movement and can be frustrating as you can not turn around so if you miss something it's game over man. This level takes you where you need to go so do not worry about getting lost.

Firstly get used to strafing left and right as this is essential if you are not gonna get blasted to kingdom come. Round the first corner with your finger on the trigger and blast the baddies hanging out here whilst trying to roll over their dropped weapons.

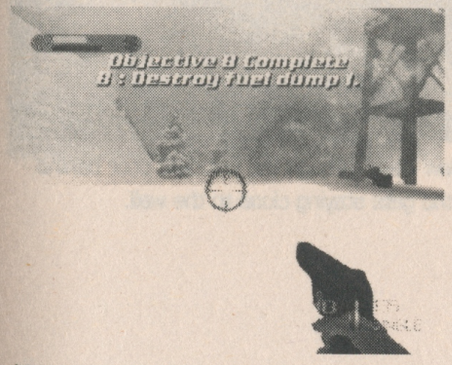


Eventually you will go into a cave. Kill the guys here and pick up their guns. If you manage to miss them speed up by pressing forwards to avoid incoming fire.

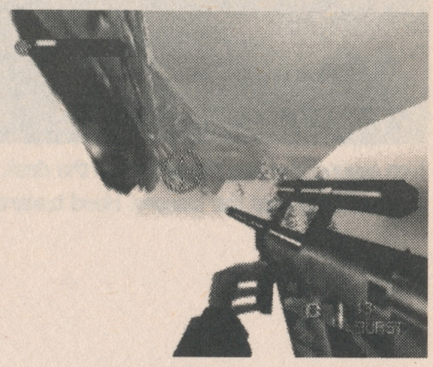


After this cave the track will split in two. Make sure you take the left-hand route by shooting the terrorists on the ledge in the distance. Eventually you will drop off this ledge and see groups of enemies below.

From the ledge make sure you slide over the Armour as this essential if you are going to survive this tricky level. When a rival skier moves ahead of you kill him first as he drops bombs which hurt.



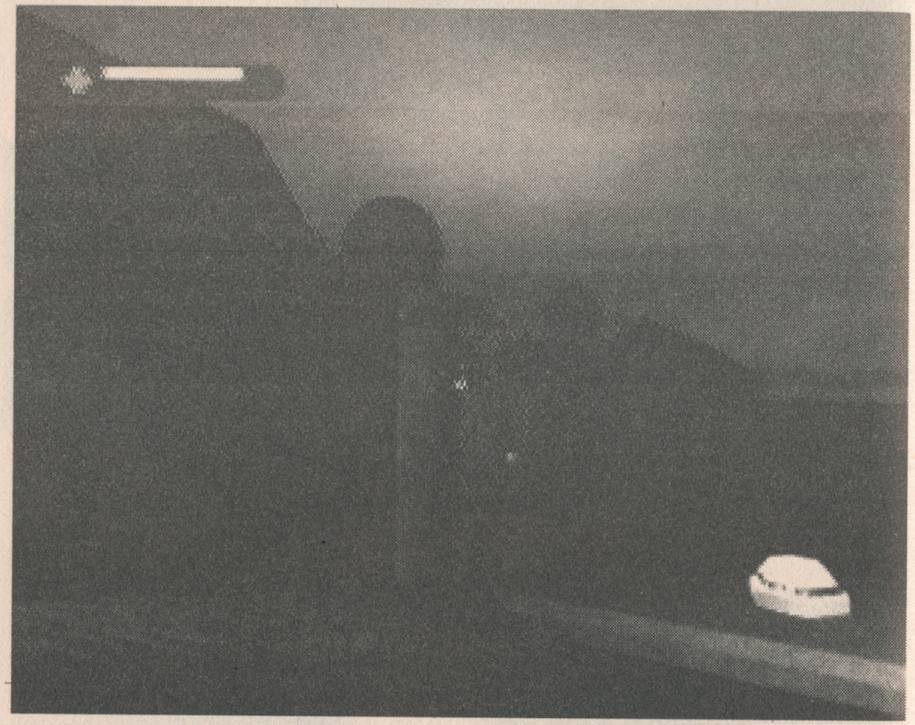
After a few twisting corners you will look down and see a tower. Aim your gun at the base to destroy the fuel barrels completing an objective. This is followed by a series of huts surrounded by gunmen. Kill em all if you can?



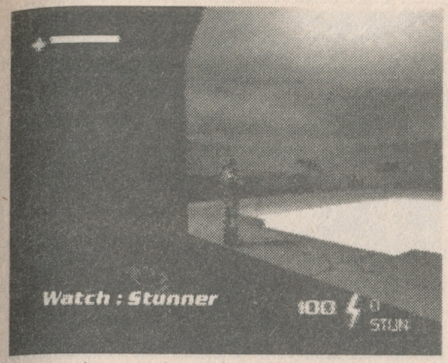
Your next task is to again take the left route so always stick to the left. This will lead you to a hut with more armour on. Grab this and head towards the next tower destroying it in the same way as the first one. Now continue skiing and strafing until the end of the level.

NIGHT WATCH

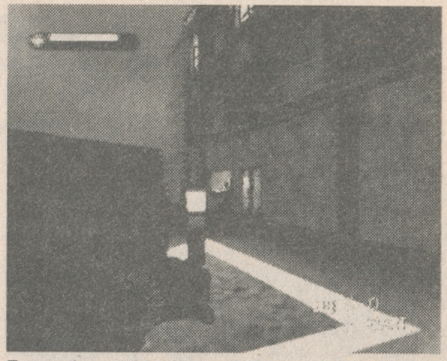
This level requires a lot of sneaking so don't bother using your gun. If you kill anyone you fail the mission. Instead use your stun watch and then punch them out. Alternatively you can use the stun darts on your watch but these are in short supply.



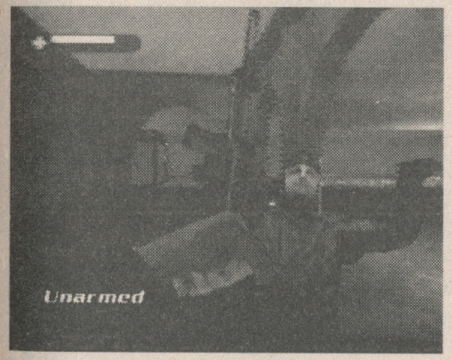
Turn around and bug the phone on the desk. Now leave through the unlocked door behind you and jump over the balcony. Head towards the gate staying close to the wall.



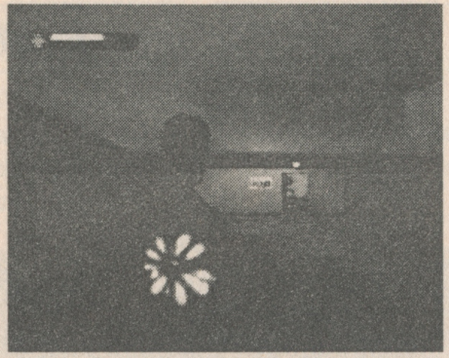
Ignore the gate here. Instead make your way along the wall using the shrubs as cover. When you near the archway wait until the camera points right then go through the arch. You will then be by another arch. Step through it slowly.



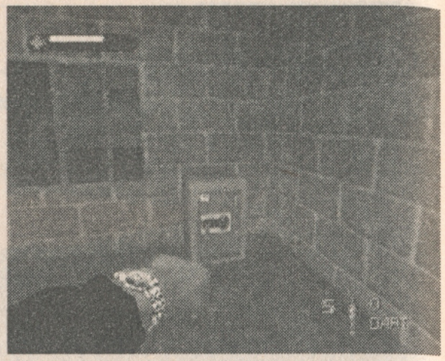
From the arch wait until the guard is on his own and then stun and punch him. Go round the pool to the next arch. Sneak to the right and shoot the guards outside the door with the Watch Dart function and enter the door here. Stun and punch the guard in here and go through the right hand door.



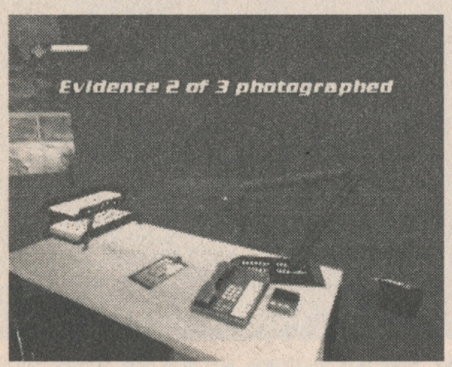
Tap the phone and then leave through the door you entered. Turn right, go through the next door into the courtyard. Dispose of the guards here with the stun and punch combo and enter the hut on the left. Disable the security system with the Data Scrambler and then head out to the next arch.



Turn left and laser the locked door on the steel cage. Stun and punch the guards here and enter the hut to disable more security systems. Go back to the archway and head through the door opposite after using your laser on it's lock. Follow the room past the kennels and enter the right door.



Dart the guards, crack the safe and photo the documents inside. Leave this room and take the door on your right. Go through the next arch and dispose of the guards in this leafy area using your remaining darts. Follow the path along, enter the hut and watch the cut-scene of Davidov.

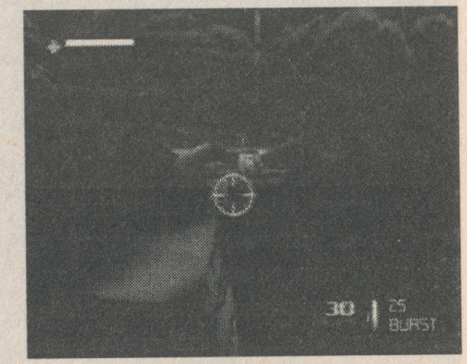


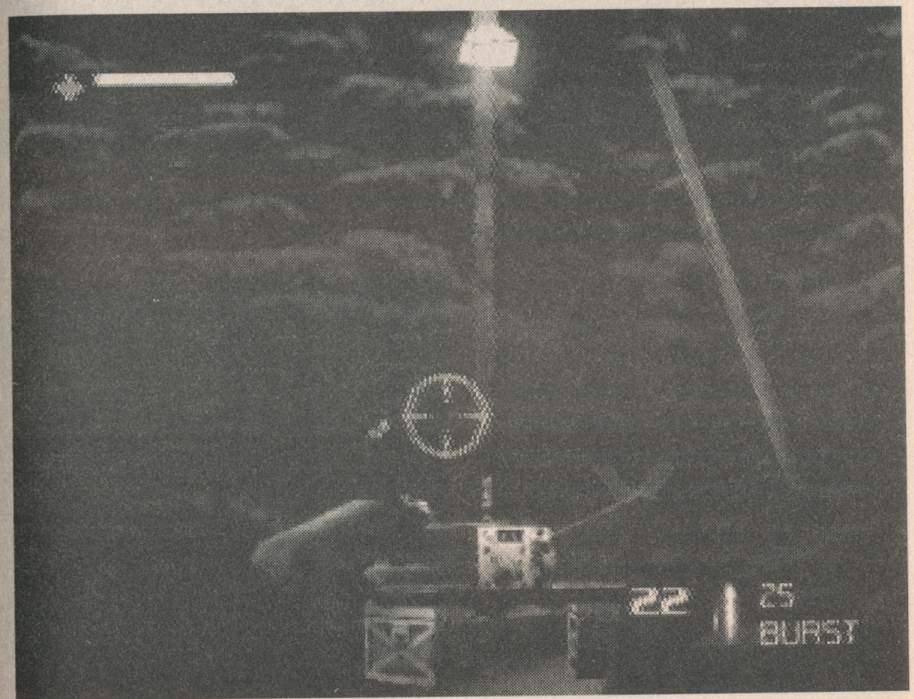
Now you have to hurry. Photograph the map on the table opposite. Turn around and go to the phone in the corner. Photograph the documents next to the phone and then use the Phone Tap on this phone. Now quickly go outside and get in the back of the car. Mission complete.

MIDNIGHT DEPARTURE

Things are hotting up. Unlike the last few levels there are no limits on your killing and moving so go ahead and mow down anything that even twitches.

From the car equip the Deutsche M95 and go straight ahead until you see a path into the woods on your right. Go down this track and follow it round until you see a guard post next to a lit area.

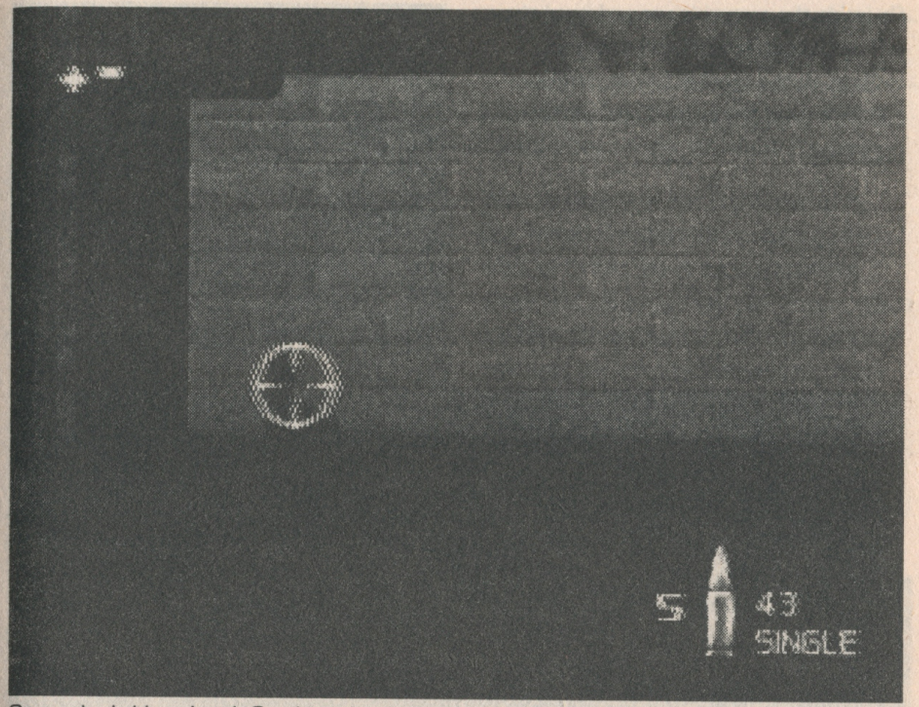




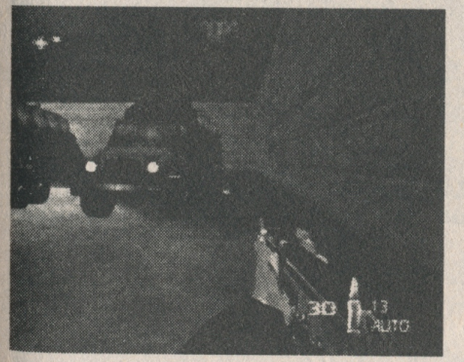
Snipe any guards and then be ready for Davidov to stroll past. Shoot him in the head. This completes the first objective. Now shoot the radio on the table by the sandbags and finish off any guards.

Move over Davidov's corpse and collect his phone to complete the next objective. Turn right and head down the main track turning left at the first lamp. Go through the woods here and take a right. Kill the guards and enter the hut.

Collect the I.D Card from the table and exit the hut for another objective. Face the axe in the block of wood and head right to the light. Now turn left down the main track. When you see any radio's be sure to blast them otherwise a stray terrorist may alert a horde of his mates to shoot you up.

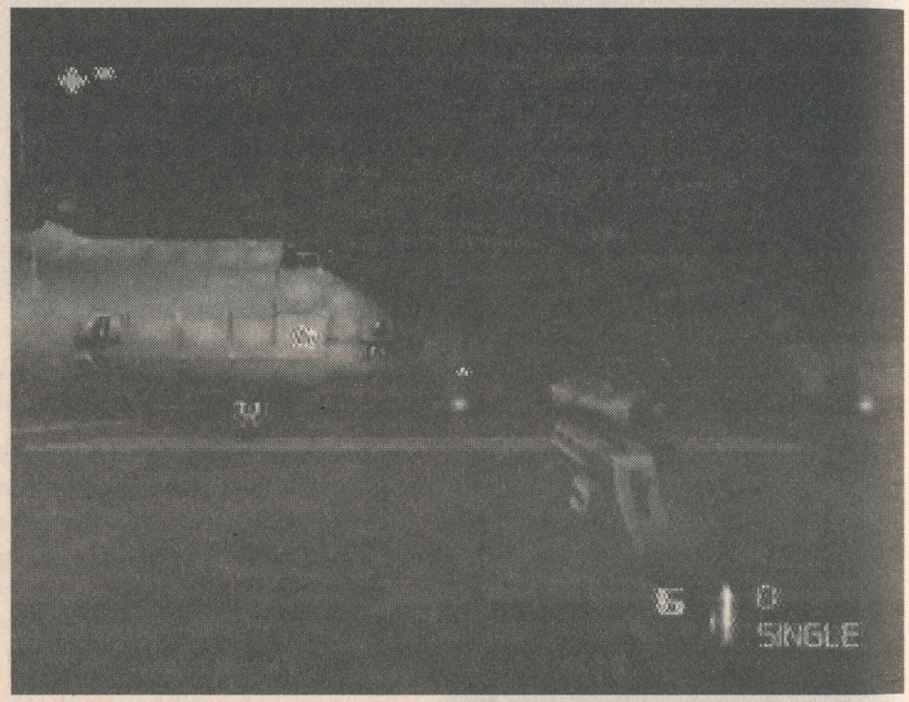


Cross the bridge ahead. Continue down this track until you reach a low corrugated building. Past this is the airfield. Look to the right and head towards the grey building down there. Run down and move left around the building and then go through the entrance on your right.



Toast the guards and look in the back of the truck. It is by the right-hand wall. Grab the sports bag (needed to bribe the plane pilot objective) and exit. Now go ahead towards the control tower. There are a few guards milling around so shoot them first.

Go inside the control tower and head along and up the stairs whilst not killing any civilians. At the top talk to the controller and then leave the tower. This completes an objective.

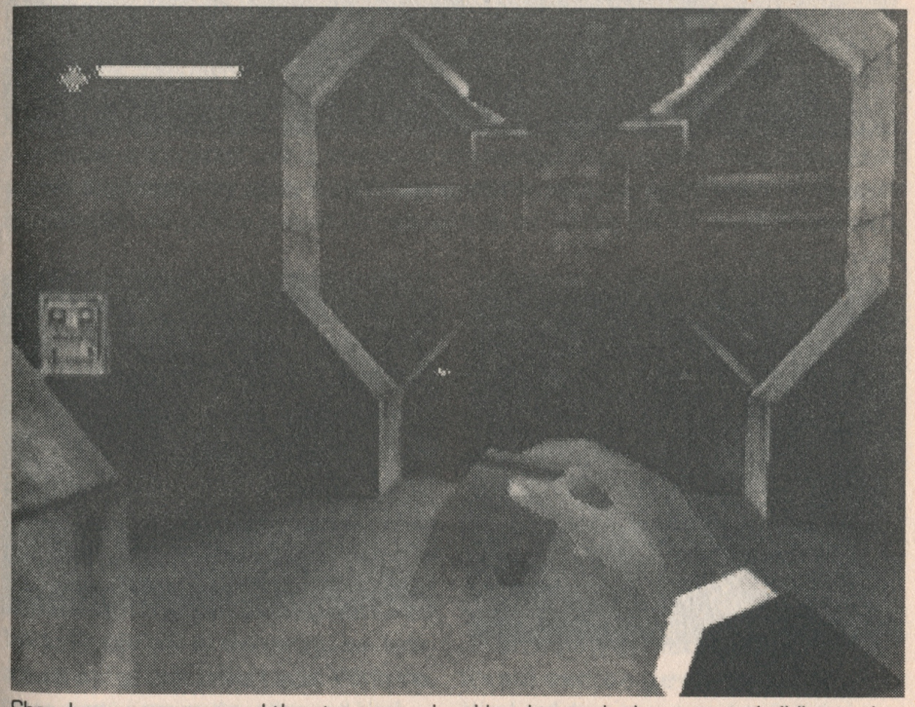


Once back outside you will see that a plane has landed. Go round to the hatch and talk to the pilot to end the mission. Now you are really flying.

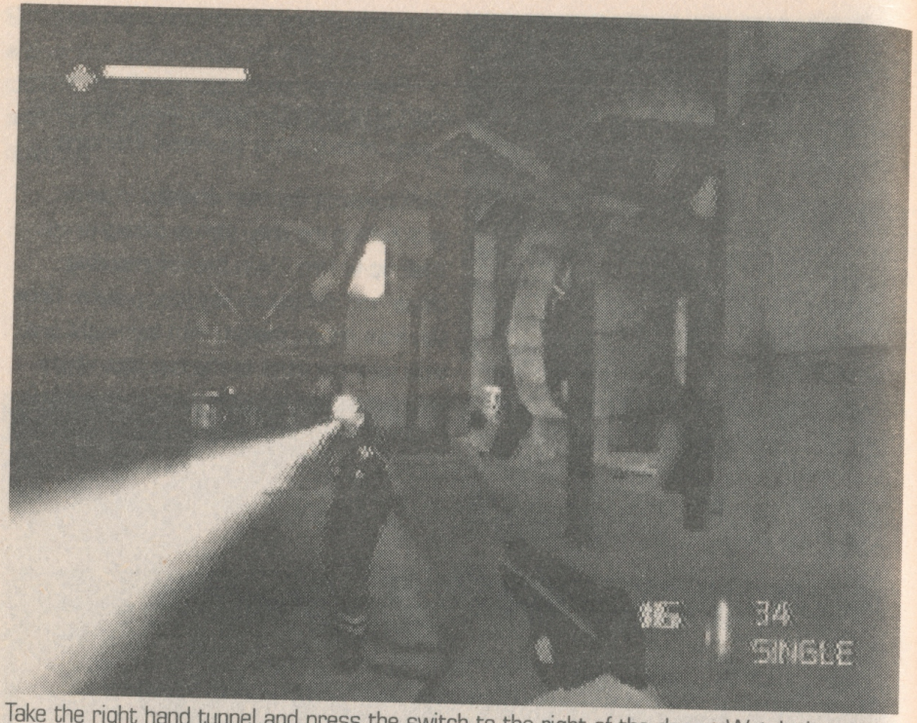
MASQUERADE

You are in the desert now and you will soon find Bond's latest love interests in the form of Dr. Christmas Jones. It is also about time to meet Renard.

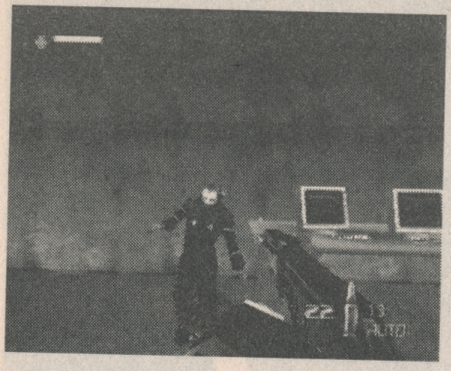
Walk towards the man dressed in army gear behind the chap who is talking to you. Walk up to him. He is the commanding officer and will ask to see your papers. Once you have shown them to him turn right and walk past the truck to the last tent where you will talk to Dr. Jones.



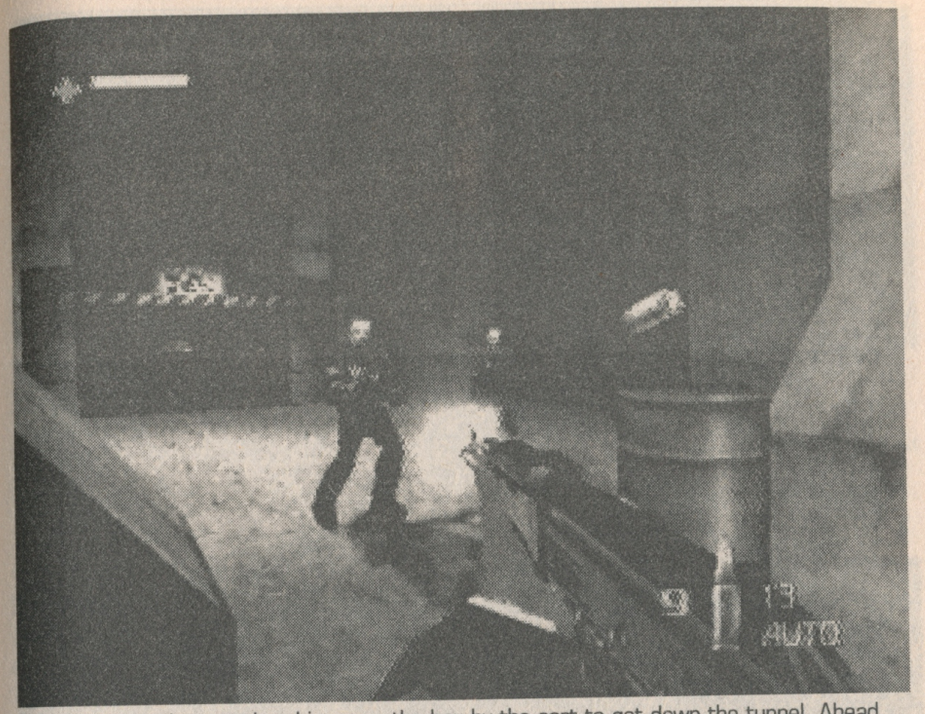
Show her your papers and then turn around and head towards the concrete building to the right. Inside is the elevator. Go in it. Watch the scene and when the doors open walk forwards. To the left of the big door is a white and red switch. Push it and go through the door.



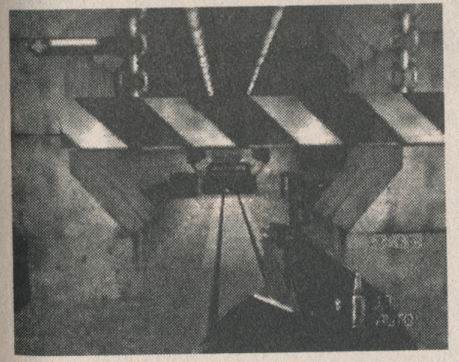
Take the right hand tunnel and press the switch to the right of the doors. Watch the cut scene. To get out of the pit you must aim the Grapple Watch at the yellow and black area above and climb out. Kill any guards and go down the only opening pushing the cart and killing as you go.



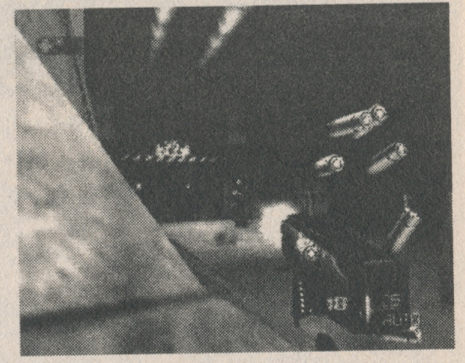
About half way down the cart will get stuck. When it does this back track and on the left is an opening with computers inside. Kill the guard and pick up the locator card in the corner on the floor to complete an objective.



Now return to the tunnel and jump on the box by the cart to get down the tunnel. Ahead you will see Renard in a caged lift. On either side of the room are his henchmen so shoot them Bond.



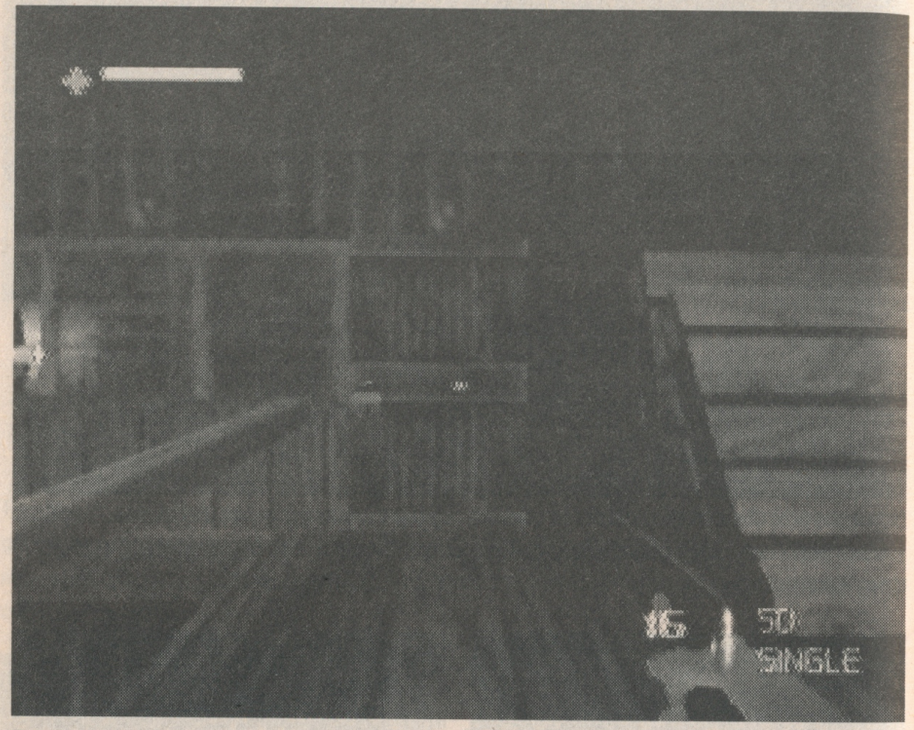
Talk to Renard and as soon as you can turn around and go back in the tunnel. When the timer starts jump on the yellow and black bar in the tunnel and watch the cut scene. When it's over kill the guards in the round area and then head down the tunnel.



Jump on the green walkway to get past the fire and shoot the guards in the next room. Now head down open tunnel and kill the guards at the lift. Get in the lift and you will see Dr. Jones thus completing the mission.

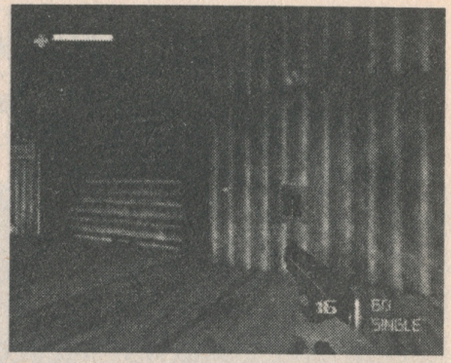
CITY OF WALKWAYS 1

Your in the docks now and things start getting much harder from here so make sure you spend your ammo wisely and collect anything dropped. Time to find Zukovsky...

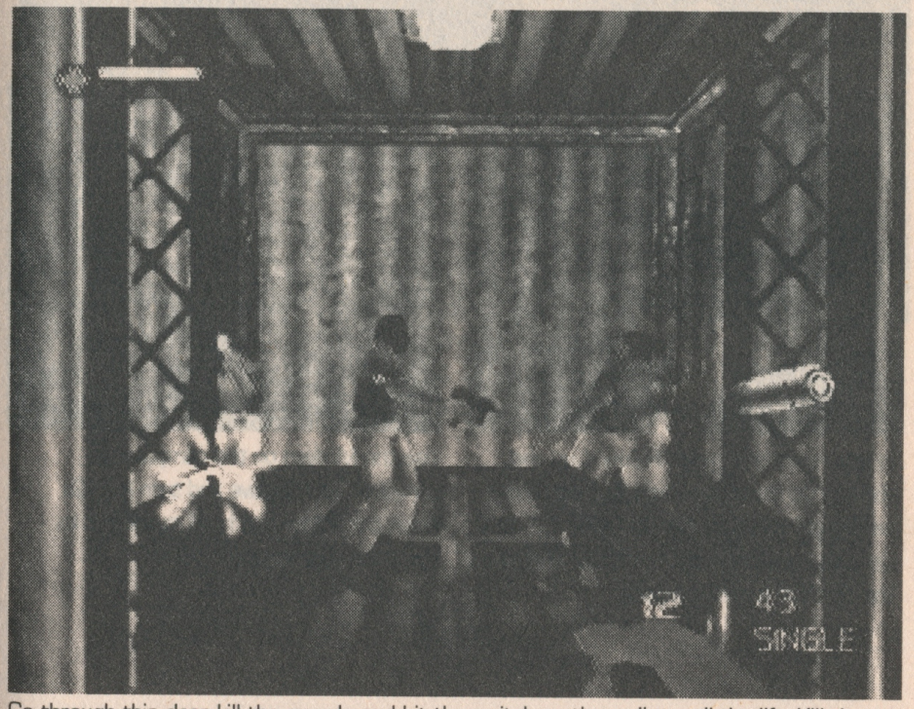


Go forwards and right up the ramp. Go through the door and follow the walkway around. Now shoot the lock off the door and enter. Cue cut scene and objective completion. Go straight ahead through the open door and then left down the ramp.

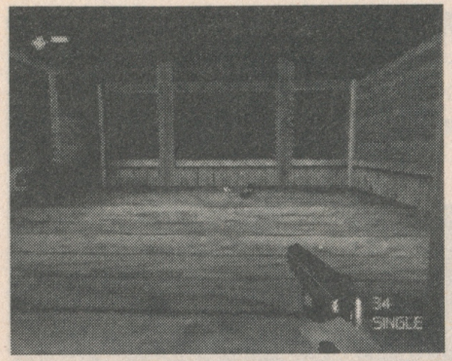
Follow this room round going past the yellow truck and go through the door at the end. Once through the door crouch and move over to the crates and wait until some terrorists run up and then kill em.



Then move up the ramp to the right killing any remaining terrorists. To your right is a large metal door. Open it by pulling the large switch on it's right.



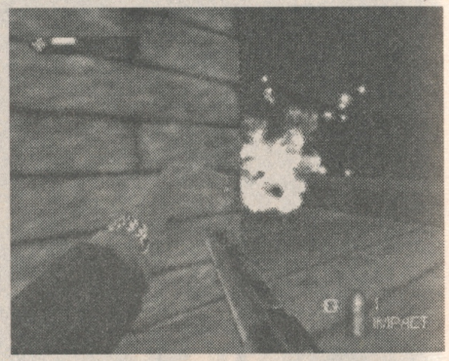
Go through this door kill the guards and hit the switch on the wall to call the lift. Kill the men in the lift and then ride it up. Exit the lift and follow the corridor. In the next room are lots of terrorists. Once you've killed them go through the next door and go right to the balcony.



Jump off the balcony, kill the terrorists, flip the switch and head round the corner. Go through the opening and head right into the hut. Hit the switch and then move back out following the dock around to the right until you reach a down ramp.

Run down and turn left go straight along killing the guy with the rocket launcher. Go up the next ramp and run straight along. Keep to the right and follow the dock until you reach another larger hut. Clear it of enemies and then head up the ramp that goes inside the building.

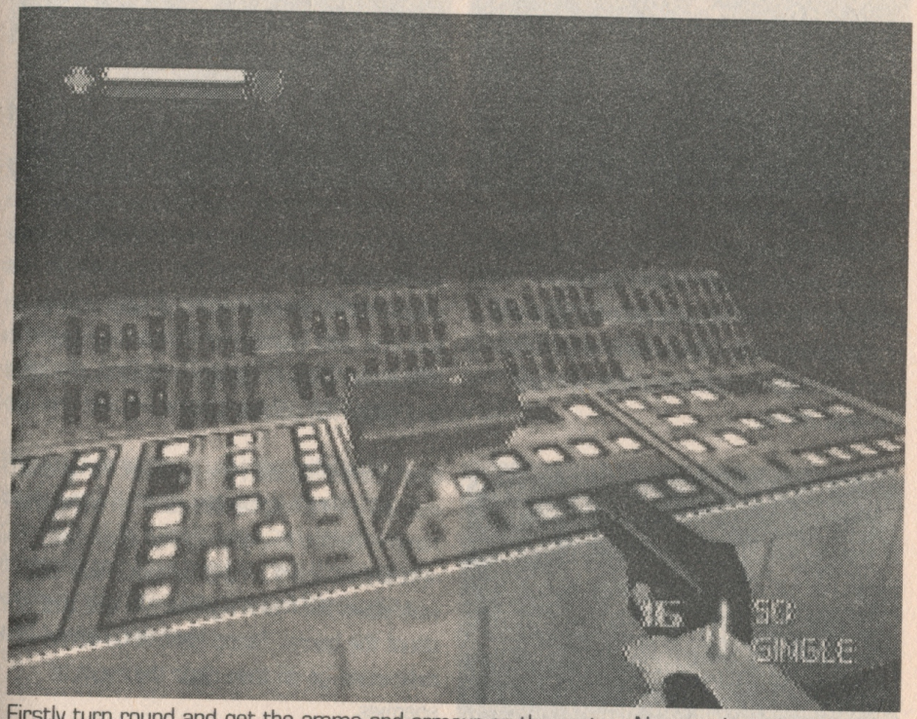
In this room is a ramp. Follow it up and then go up the next ramp killing terrorists as you go. In the corner is a door. Go through here killing the terrorists and follow the corridor to the computer.



Use the Modem on the computer to complete an objective and turn left. Go down the ladder and head to the hut to complete your mission.

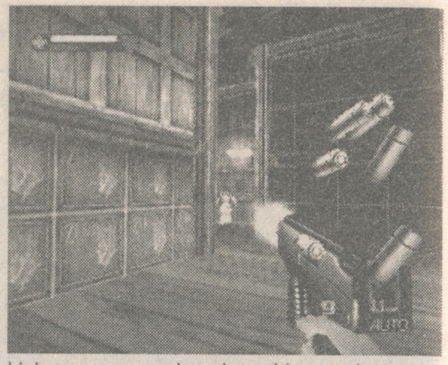
CITY OF WALKWAYS 2

This is a scary level full of buzzsaw helicopters and heavily armed terrorists. Once again you should use your ammo wisely and always keep moving.

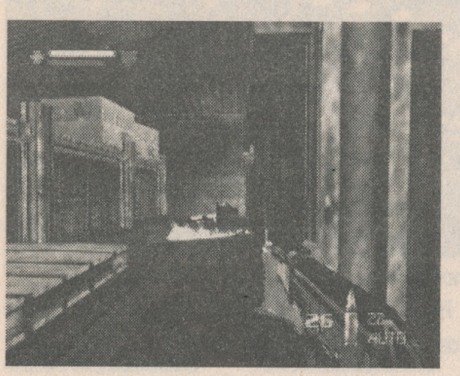


Firstly turn round and get the ammo and armour on the crates. Now go through the opposite door and then through the next set. Flip the switch on the left. When the helicopter goes back follow it, shoot the guards and go through the doors.

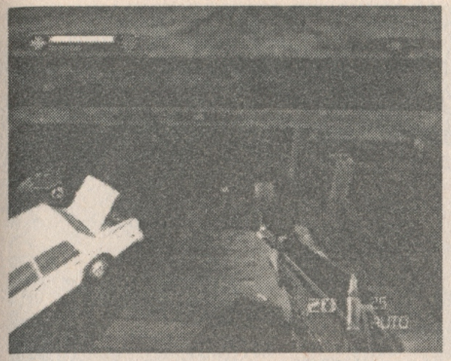
Go round the crates, help your comrades and then proceed up the ramp in the right corner. Once up clear the room and descend the next ramp and head right out of the doors. Now follow the broken ramp over the huge containers and go through the next doors.



Help your comrades clear this warehouse and grab the armour from the left ally in the warehouse. Now go through two sets of double doors and run into the next alcove and wait until you can no longer hear the helicopter. Once it has gone head to the left and follow the dock around.

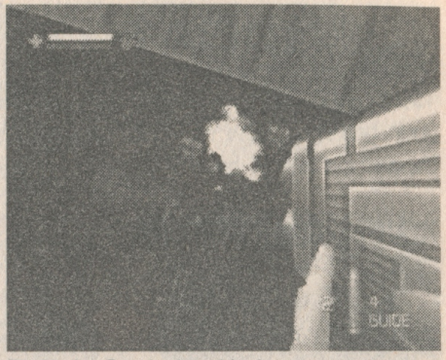


Line yourself up with the furthest ramp and wait till the helicopter leaves. Run along the ramp shooting the guards and enter the next set of doors on the far side. Turn left, walk down then turn right at the end and shoot the barrel. Stand back while some explosions go off then clear the room of enemies.

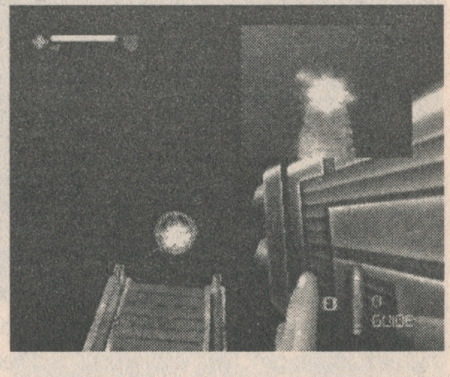


Exit through another double set of doors and run along the walkway. The guys firing are on your side so do not shoot them. Go up at the end kill the guards up here and go down the ramp in the middle of this platform. Find the Sentinel in the boot of the car and get the armour on the walkway.

Repeat this process until the helicopter is destroyed. It takes about five direct hits. If you run out of missiles you can get more from the car. Now head across the lowered walkway and head into the building at the end to clear the level.

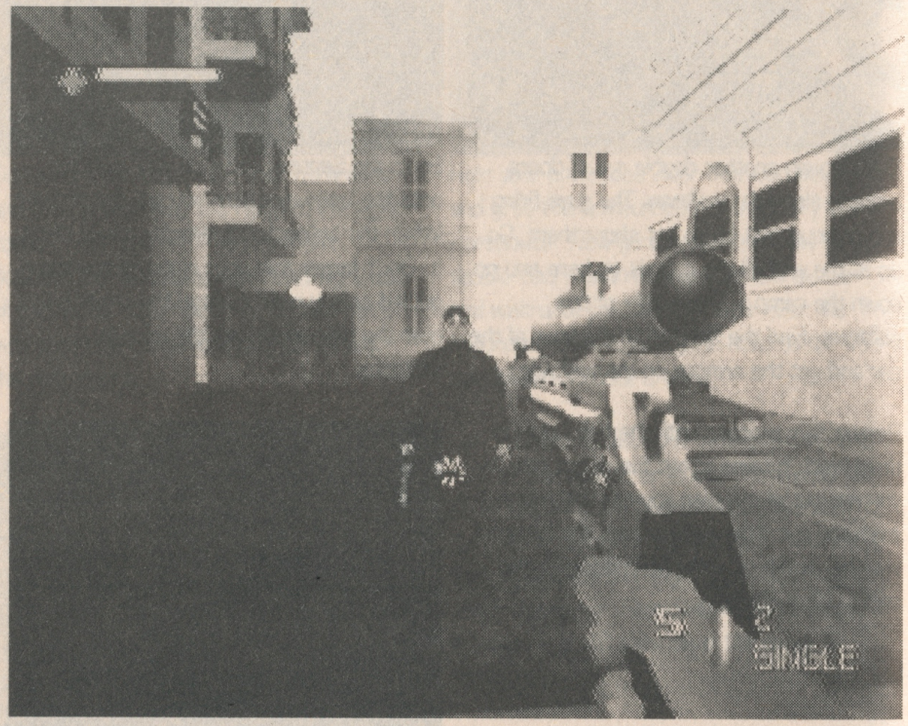


Equip the Sentinel and inch your way out onto the walkway where you got the armour. When the helicopter is directly above shoot it. Don't forget that your missiles are laser-guided so you need to keep the cross hair over the helicopter until the missile explodes.

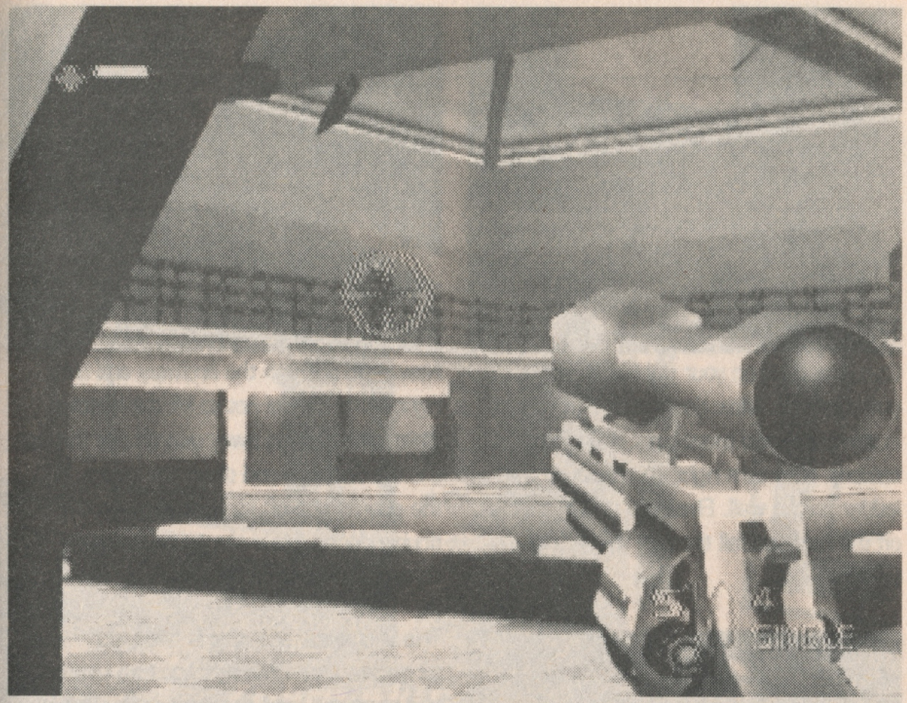


TURNCOAT

You have to do this level quickly although there is no set time limit. When your going to slow you get messages hurrying you along. Get to many of these and it's all over

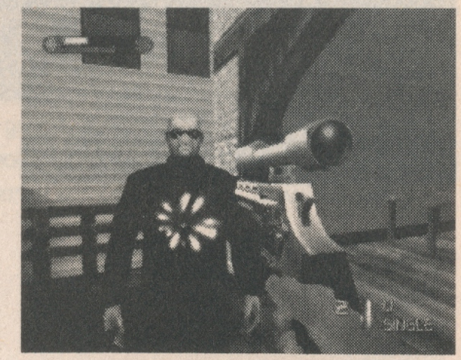


Go forwards and round the corner then climb up the ladder on your left. Follow the walkway and pick up the gun. Now turn around and head towards the large arch. Kill the terrorists and take the first right and follow this round taking care not to shoot any civilians.

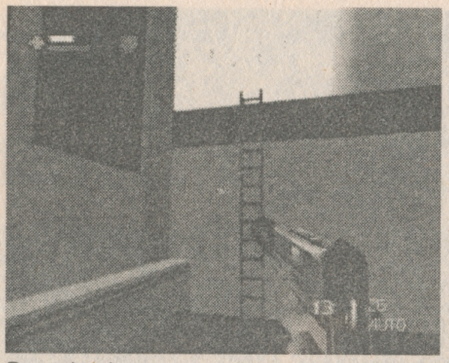


Keep following the route around a few twists and turns and you will come to a door on the left. Go in and up the stairs. Be careful as there are lots of innocents in this level.

Shoot all the terrorists and proceed through the exit in the left corner. Now go up the stairs, round the balcony and through the next door and up the stairs until you reach the roof.

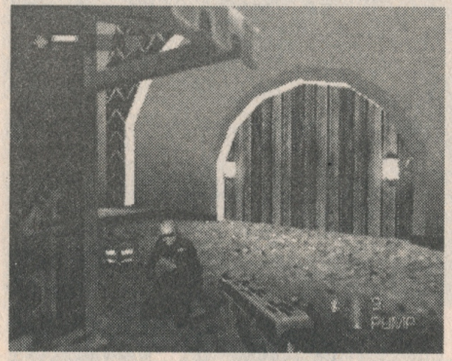


walk round the building up here until you find where the railing is broken. Take a running jump to the building below. Turn down the ramp on the right hand side and jump over into the next room. Go through the door in front of you and down the corridor.



Open the door on your right and kill the guard behind. Mow down all the terrorists in this room and move right onto the balcony. Now turn right and climb up the ladder on the wall. Eliminate all the baddies on the roof and fall through the far right skylight.

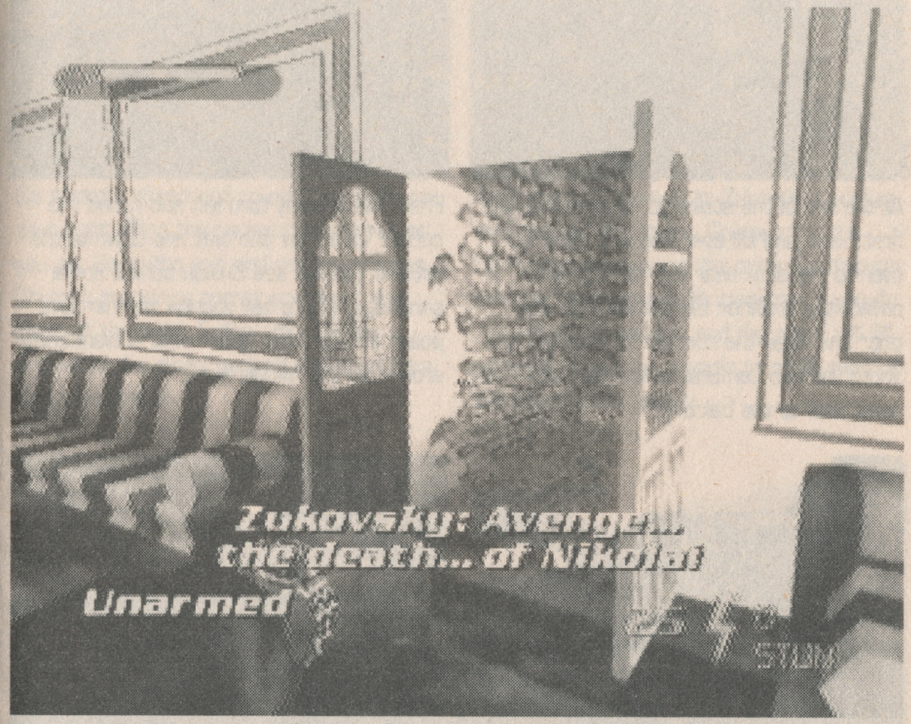
Now head through the archway and turn right being careful not to kill the hostage while your blowing away guards. Go through the left doorway and down the stairs. Kill the guards and go straight through the double doors. Clear the room and go through the next set of doors.



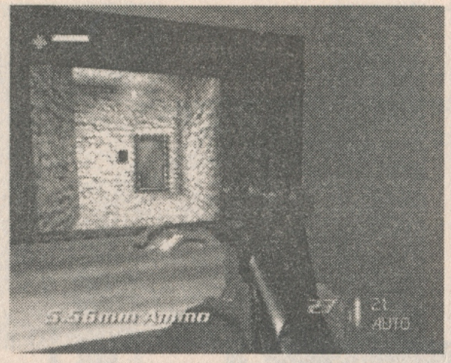
This is the last room. It is filled with terrorists and some hostages so kill the bad ones and save the good ones. The exit from this level is in the left corner from where you entered. Well done Bond.

FALLEN ANGEL

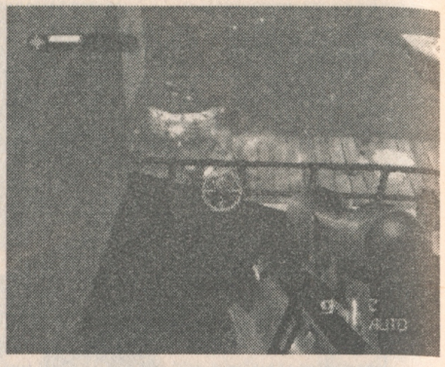
This is another all guns blazing level where you get some revenge and kill a lot of bad guys including the nasty Bullion.



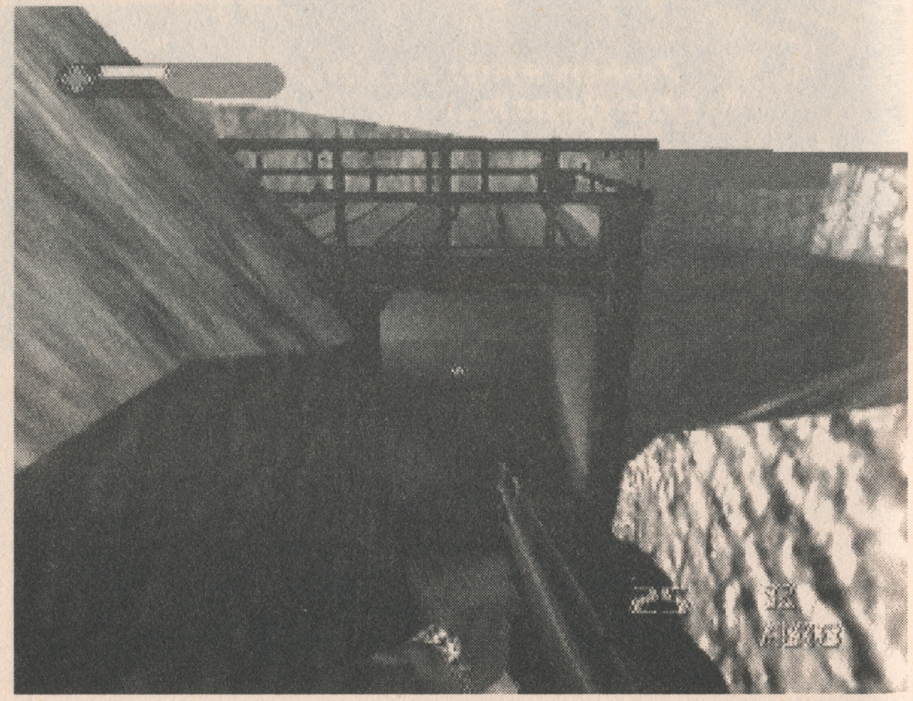
Pick up your gun next to your fallen friend and go straight through the double doors then turn left and through the next set of doors. Shoot the guard to your right on the balcony and grab his gun. Now return to where you started and take the stairs up without killing the friendly guarding it.



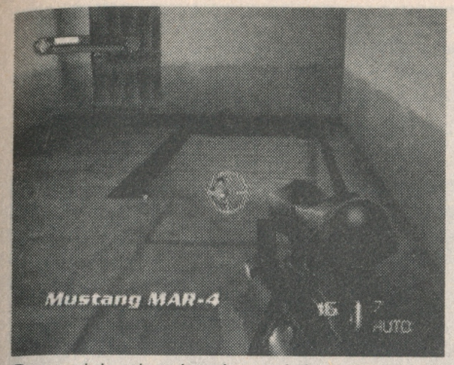
At the top of the stairs go straight into the first room and kill everyone in it. Now go over to the desk near the far door and collect the scanner. Go out through this door and clear the corridor of enemies and shoot the two cameras in the corners. Then head back to the balcony.



From the balcony turn left and round the corner. Look over the wall and down to the left and you will see Bullion behind some sandbags. Pop a few rounds into him and polish off the other guard who is wandering around on the middle level.

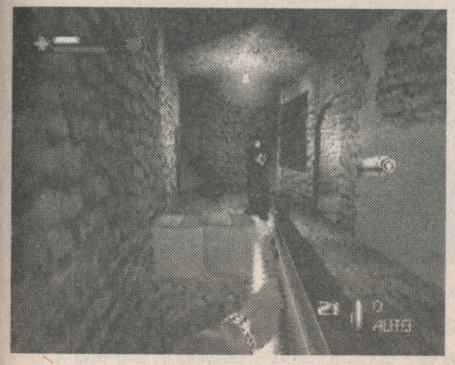


Now go back to the doors you came out of and proceed down the dirt track opposite. This will lead you to an empty room with only one door so go through it Mr Bond.

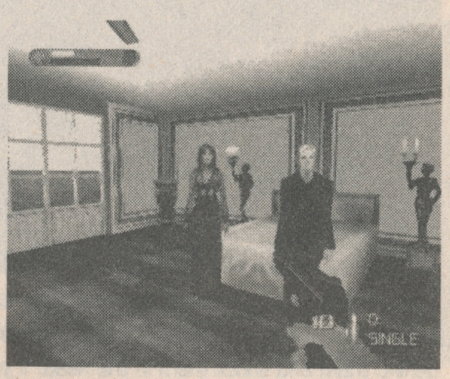


Go straight ahead and round the corner on your right killing the camping terrorists as you go. Go to the end and get the armour. Go back round the corner and down the ramp to the right. Follow this corridor around to the docks and get the scan from Bullion's corpse.

Back track all the way to Zukovsky's corpse and back up the stairs. Go round to the hand scanner and use the print. Go through the door and shoot both cameras. If you do not the doors will lock and the room will fill with gas. Use your grapple to climb through the hatch in the ceiling.



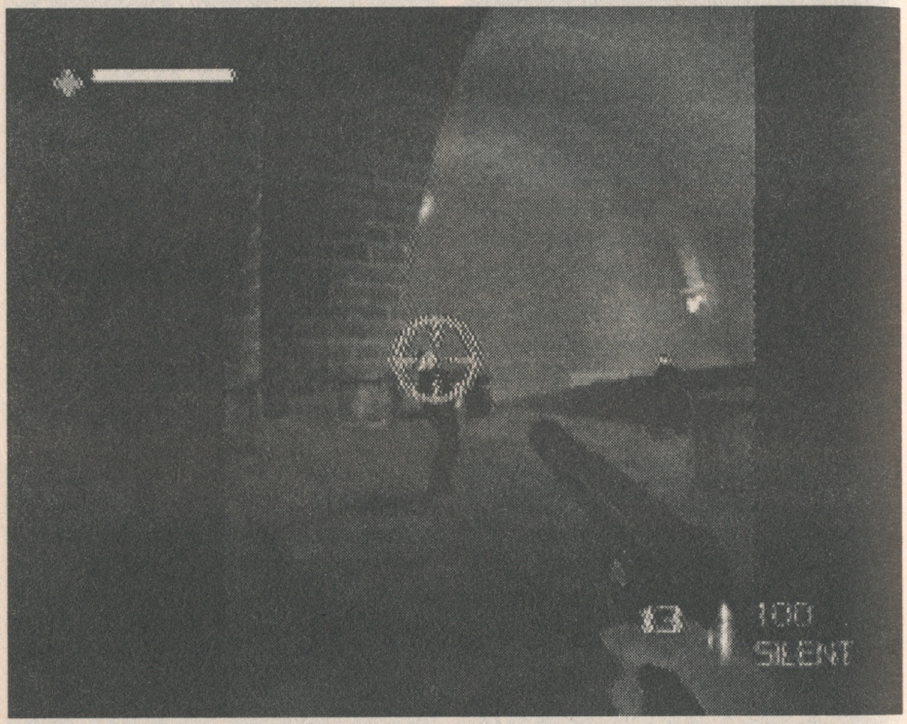
If you shoot the cameras then go straight up the staircase through the next landing and go left through the cells and get M. This completes an objective. Now watch the cut scene.



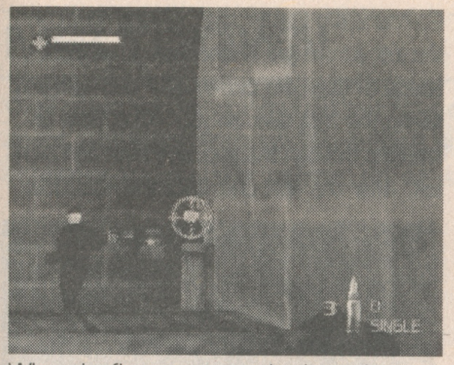
Punch out the guard and leave the cells going straight up the first staircase. Kill the bad boys at the top and then run through to find Elektra and M. Watch the cut scene, shoot Elektra and save M. Well done this is the end of the level.

A SINKING FEELING

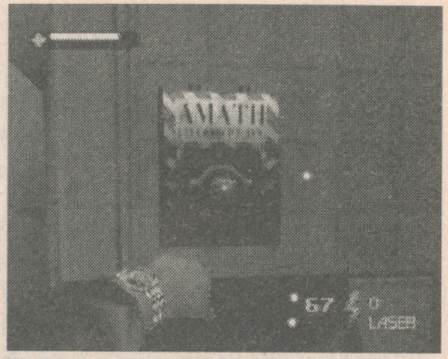
Now it's time to track down the evil Renard. First you need to gain access to the sub and save Christmas Jones. Get ready.



Firstly put the silencer on your pistol. Now you need to quietly dispose of all of the guards around the crates without any of them knowing it. The best way to do this is to sneak up behind them and shoot them in the head. If you are spotted before getting in the sub it is game over.

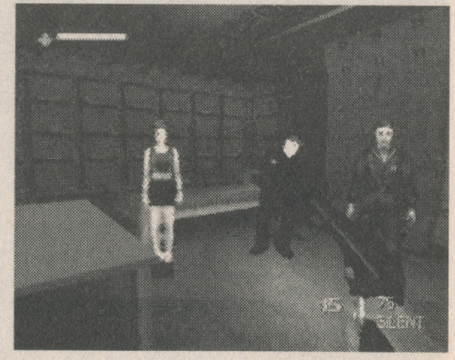


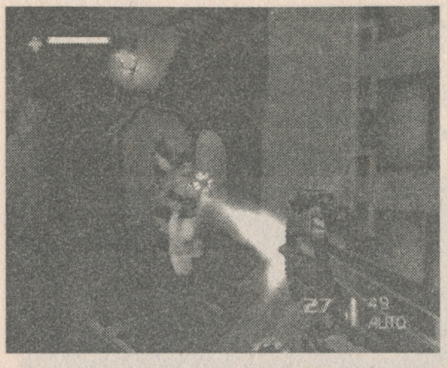
When the first group are dead use the sniper rifle to pick the rest off from a distance. Then cross the walkway to the sub and climb up the ladder on the far side of the entry tower. Jump into the sub to complete the first objective and then climb down the ladder.



The interior of the sub is littered with alarms. It won't end your mission if the guards press them. It just means that you have to kill more enemies. You can use your Laser Watch to disable any alarms even after they have been activated.

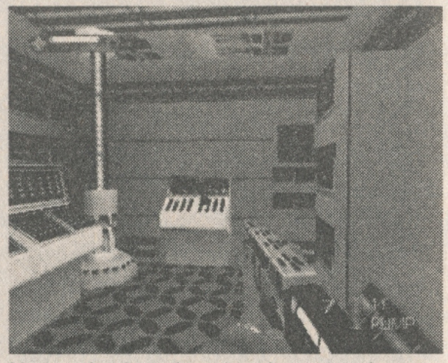
Jones is always in a different place so check the room to the side and the closed door at the end of the ladder room. If you do find her do not talk to her until you have cleared the entire sub of enemies. Now go through the open hatch and turn right.





Go round the corner checking the room on the left as you go. Afterwards go straight ahead through the closed door and turn left taking the first door on your right. Now go straight through the opposite door and turn left. After the next door take the right door.

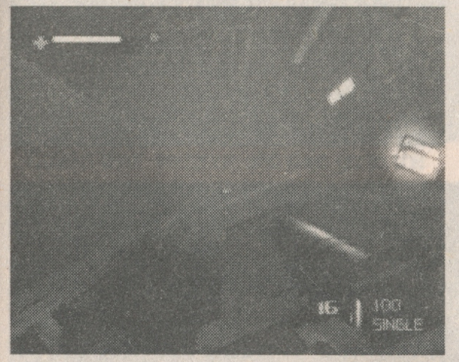
There is a door on your right down this corridor. Behind is the control room. Go inside. Step back out and go and get Jones. Lead her past the control room through the door and too the right. You will see a red lit area. Descend the ladder with Jones and leave her there.



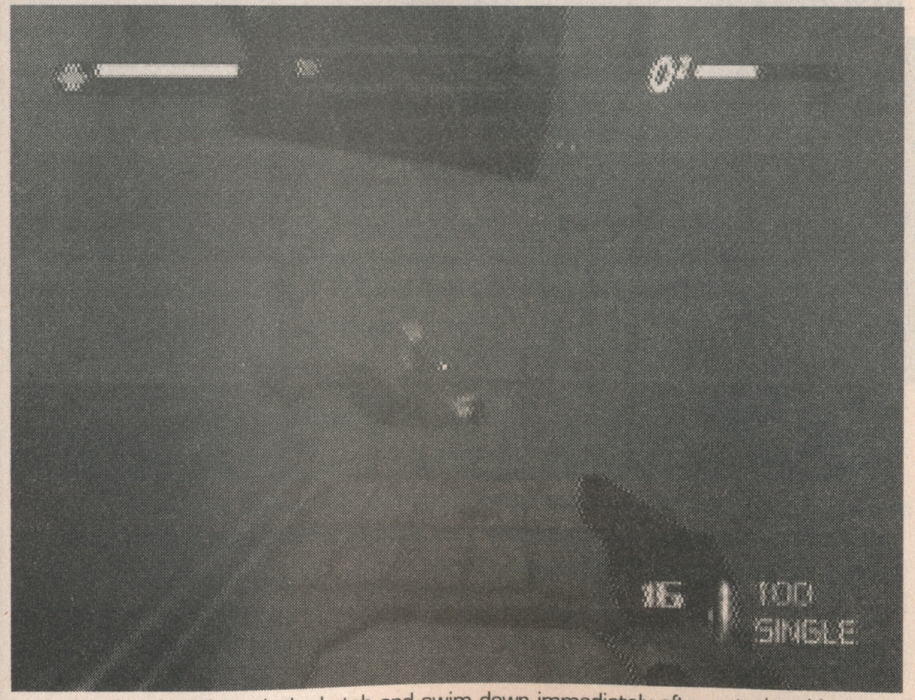
Now go back to the control room and through the door on left. Once in the second part of the control room you will see some levers opposite you. Blast them to finish the level. Always make sure Jones is in the Mine room before doing this.

MELTDOWN

Well down you have reached the final and hardest level. Most of this level is spent swimming through the leaking sub, which can be very disorientating especially as you have to keep an eye on your oxygen meter.

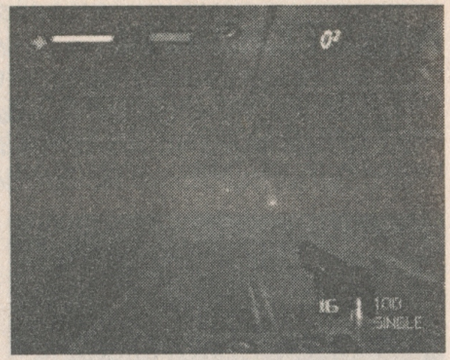


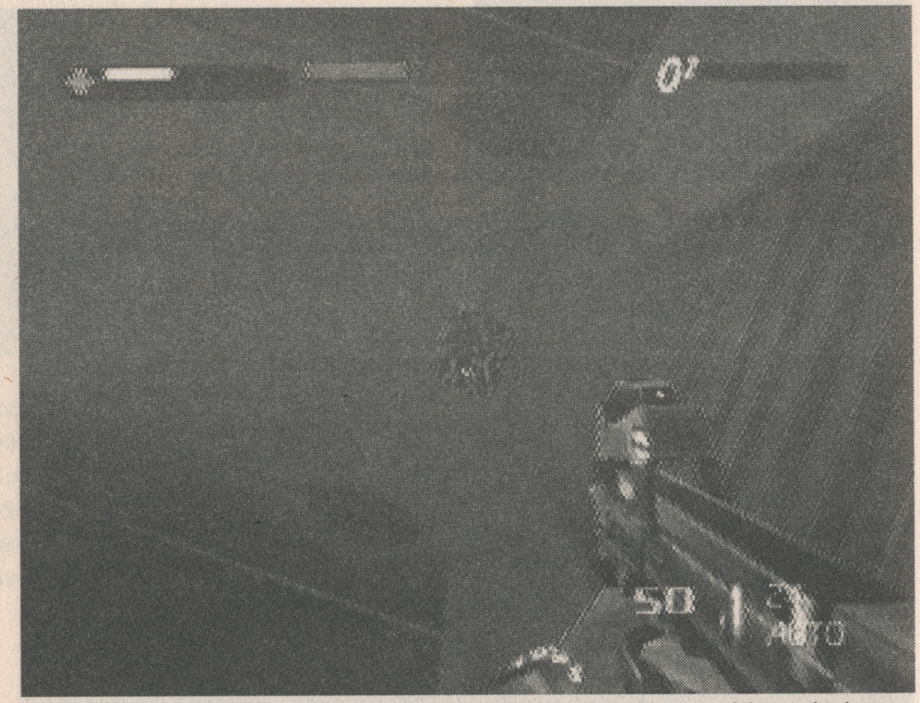
Step through the hatch and fall into the water and swim ahead. Turn the wheel in front of you and then turn around. Swim to the other end of the room and dive under the hatch. Catch your breathe in the air hole above and then swim through the hatch at the bottom of this corridor.



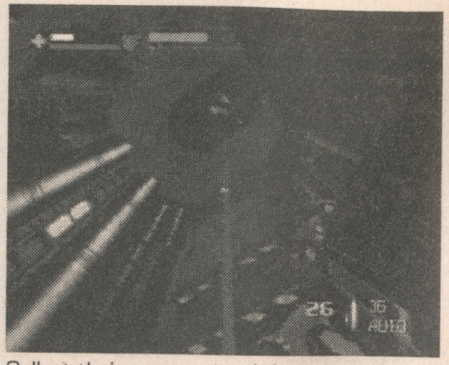
Look ahead and go through the hatch and swim down immediately after entering this corridor. Swim straight-ahead and duck into the side room with the floating table to catch your breath. Swim back into the corridor and through the next hatch.

In the next corridor there are two exits one of which is blocked with pipes. So swim to the other end and swim straight down. Take the middle exit on the floor of the next corridor and swim straight down through all the hatches and past the ladder into the room with a dead sailor.

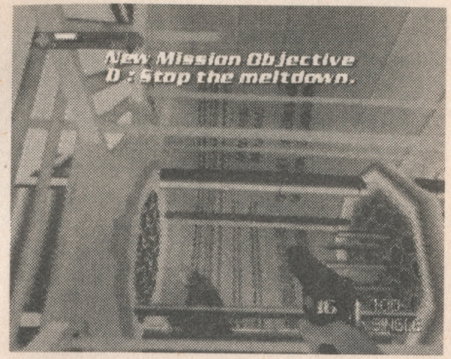




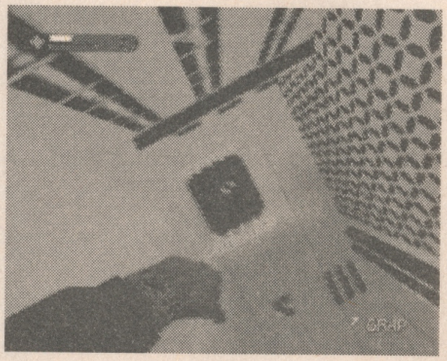
Now go through the rectangle shaped opening and turn right and go straight up. In the next corridor look to go up the middle-hatch and swim towards the top. Get your gun ready to shoot the terrorists at the top as you surface.



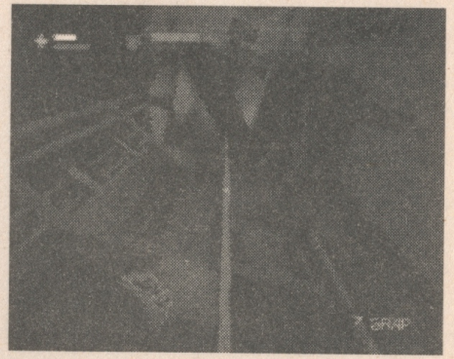
Collect their weapons and then go to the opposite end of the corridor and stand under the hatch in the ceiling collecting the armour at the same time. Aim your Grapple at the grapple point straight up from where you are standing. Climb up and into the next corridor.



Halfway along this corridor is another hatch in the ceiling. Again aim your grapple for the point above you. Climb up to see Renard in a glass tube. Just beneath him on the wall is a switch. Press it to kill Renard. Now it's time to escape the sub.



Jump back onto your grapple rope and go to the higher level. There is another grapple point above so use your grapple watch and climb up. In the next corridor just past the steam is another open hatch in the ceiling. Use the grapple and climb up.



Half way along this next corridor is yet another hatch above you. Use your grapple again and climb up. This will end the level and the game so sit back and enjoy the end cut scene. You deserve it Bond.

Words: Steve O'Hagan, Lee Skitrell, Maura Sutton, Barny Zoeller **Design:** Zeta Fitzpatrick@Moo Design
Cover: Dan Payne **Editor:** Alex C

This tips book is copyright Emap Active. It is given away with the February issue of Computer and Video Games magazine and is not to be sold separately, resold, duplicated or transmitted in any shape or form. Using text or images from this book without obtaining permission in writing beforehand will result in legal action.